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NO QUARTER MAGAZINE™

ISSUE Nº-24
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On the Cover

Rail to the Front Line by Muttonhead

Muttonhead (also known as Sean A. Murray) is a professional concept artist and freelance illustrator currently residing in Baltimore, Maryland: "The Greatest City in America"… according to the bus-stop benches. Muttonhead has appeared in *Spectrum* and also placed in the top 20 in last year's Dominance War III 2D competition. You can check out more of his work on his website: seanandrewmurray.com.

CREDITS

The Invasion Has Already Begun!

Pod Person Ed "I'm not an alien" Bourelle lets his disguise drop for a moment to reveal his true identity. The photographer was promptly disintegrated after this picture was snapped and authorities report that "Ed" captured several members of the design team for unknown reasons, possibly for experimentation and/or impregnation via ovipositor.

Ed currently serves as Project Manager for the *Monsterpocalypse* line.

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President: Sherry Yeary • Creative Director: Matt Wilson • Project Director: Bryan Cutler • Project Manager: Ed Bourelle • Lead Developer: Jason Soles • Art Director: Kris Aubin • Development: Rob Stoddard • Production Manager: Mark Christensen • Studio Director: Ron Kruzie

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Creative Director: Matt Wilson

Hobby Content Manager: Rob Hawkins

Editorial Manager: Darla Kennerud

Editing: Sheelin Arnaud , Debra D. Ott

RPG Design: Doug Seacat

Playtest Coordinator: David 'DC' Carl

Continuity Editor: Jason Soles

Graphic Design: Ed Bourelle, Michael Faciane, Josh Manderville, Stuart Spengler

Studio Miniatures Painting:
Matt DiPietro, Ron Kruzie

Contributors:
Todd Arrington, Simon Berman, David Boeren, Colin Chapman, Kevin Clark, Ambrose Coddington, Adam Creighton & Emergent Game Technologies, Marcos Cronander, David Dauterive, Matt DiPeitro, Lavar Fache, Rob Hawkins, Adam Huenecke, Luke Johnson, Andrew Linstrom, Pat Ohta, Adam Poirier, Brian Putnam, Rick Rogerwall, Douglas Seacat, Florian Stitz, Rob Stoddard, Chris Suhre

Illustrations:
Chippy, Eric Deschamps, Jesper Ejsing, Jeremy Jarvis, Muttonhead, Brian Snoddy, Florian Stitz, Andrea Uderzo, Chris Walton, Matt Wilson, Kieran Yanner

No Quarter Magazine

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FIRE IN THE HOLE

Times, They Are A'Changin'

Spring has sprung! And not only springs, but also cogs, wheels, axles, arc nodes, and arcane compensators. As the **Year of the Gear** grinds along, we've been touching on the various bits of mechanika and industries that makes the Iron Kingdoms so unique. This issue continues the trend with a veritable parts bin full of articles discussing mechanika in its various forms.

First off, we'll be taking a look at one of the most iconic images of the Iron Kingdoms in this issue—railroads and trains. Unlike most fantasy settings, the Iron Kingdoms doesn't shy away from industrial progress. And by progress, we mean massive steam-powered iron horses riding the rails throughout the war-ravaged landscape of the setting! You'll find out how locomotives are changing the Iron Kingdoms, especially the war efforts of all the parties involved, which should provide plenty of fodder for your campaign. What about goblin bandits running a train robbery? Or a murder mystery on the Korsk-Skirov line with Greylords as your primary suspects?

Those trains have to cross rivers sometimes, right? To help get it (or your miniatures) from point A to point B, our Terrain Building article features an amazing piece done by Ambrose Coddington—a fully functional mechanika drawbridge! Check out **www.privateerpress.com/noquarter** for a video of this bridge working in all its glory.

With the release of this issue, the WARMACHINE Mk II field test will be complete and our team will be sifting through a virtual mound of notes, thoughts, suggestions, and critiques—needless to say, we're not letting David "DC" Carl out of his chair until it's all done (donations of food and support for DC are greatly appreciated). Hopefully all of you had a chance to download the rules and take them out for a spin to see how Mk II is going to work. Your feedback was critical for making the final tweaks and polish to make WARMACHINE Mk II truly superior.

That said, I do want to stress that until the release of *WARMACHINE: Prime Mk II* next year, *WARMACHINE: Prime Remix* is still the law of the land. All tournaments and events sponsored by Privateer Press, along with content in No Quarter, will continue to use the current rules until the new book hits the streets. Some of you may already be playing the Mk II rules exclusively at the moment—that's fine! Just remember that what you saw in the field test may not be exactly what will end up in the final product. To help ease the transition between these two versions, we'll be including a few articles in future issues on some of the key changes and the new point costs for MK II.

Speaking of new and exciting, check out "Mangled Metal" on page 64 for a look at how the world of WARMACHINE is going digital! Privateer Press has teamed up with Emergent Game Technologies, Inc. to translate the look, feel, and metal-crushing action of the miniatures game onto the computer screen. For those of you lucky enough to have made it to the Game Developers Conference (GDC) this year, you had a chance to see the demo in action. Although this doesn't mean that there is a WARMACHINE video game (yet), it *does* mean that the door is open a full-fledged title in the future.

There's also plenty of love for Monsterpocalypse players with the release of *Monsterpocalypse Series 2: All Your Base*. The second series of the line guarantees to make your games even more cataclysmic, with new rules and units. This isn't even the half of it—I'll just say that we have some BIG plans for *Monsterpocalypse*, which you'll be hearing about in the very near future.

As always,

Play Like You've Got a Pair!

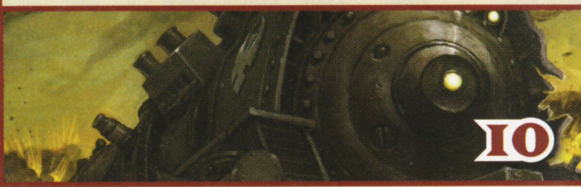
Eric Cagle

—Editor-In-Chief

TABLE OF CONTENTS

Issue No. 24

Fire in the Hole 2
Letter from the Editor-in-Chief
Bosun's Call 4
Letters to the Editor and general shenanigans
News From the Front 5
Events and important news from around the world
New Releases 7
The latest Privateer Press products for May and June
Full Metal Challenge: A Hex on Hexeris 9
Can you bring down the voodoo or a hex on Hexeris?
The Iron Rail 10
Locomotives and railroads are the lifeblood of the Iron Kingdoms
Battle Report: Bridge to Nowhere 20
Cygnar and Skorne (with plenty of mercs) fight for a drawbridge
Terrain Building: Working Mechanika Bridge 38
Create your own functional drawbridge terrain piece!
Modeling and Painting: Female Faces, Hair, and Skin 46
Turn your female models into *supermodels*
Painting Challenge: Bodged Together Challenge 50
Bash together a warjack or warbeast with whatever parts you have
The Wave of the Future: Plastic Models 51
A look at our new plastic models, including prep and priming
Secrets of the Front Line: Protectorate of Menoth 55
Faith forms just one of the cornerstones of the Protectorate army
Mangled Metal 64
The WARMACHINE universe gets a digital treatment!
Glitch in the System 68
Is your steamjack acting a bit...pecular? 'Jack quirks and flaws
The Pendrake Encounters: The Efaarit 72
The skorne aren't the only civilizations roaming the marches...
Champions of the Untamed Wilds 76
Integrating *Metamorphosis* models into your HORDES forces
Guts and Gears: Harrower 80
Reap what you sow (souls, that is) with the Harrower
The Gavyn Kyle Files: Grissel Bloodsong 86
Her voice is one of blood, honor, and victory for the trollkin
Parts Bin 91
A look at individual parts available in the Privateer Press Store
Drawn & Quartered / Player Gallery 93
IK inspired comic and some of the best fan-based paint jobs around



BOSUN'S CALL

LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

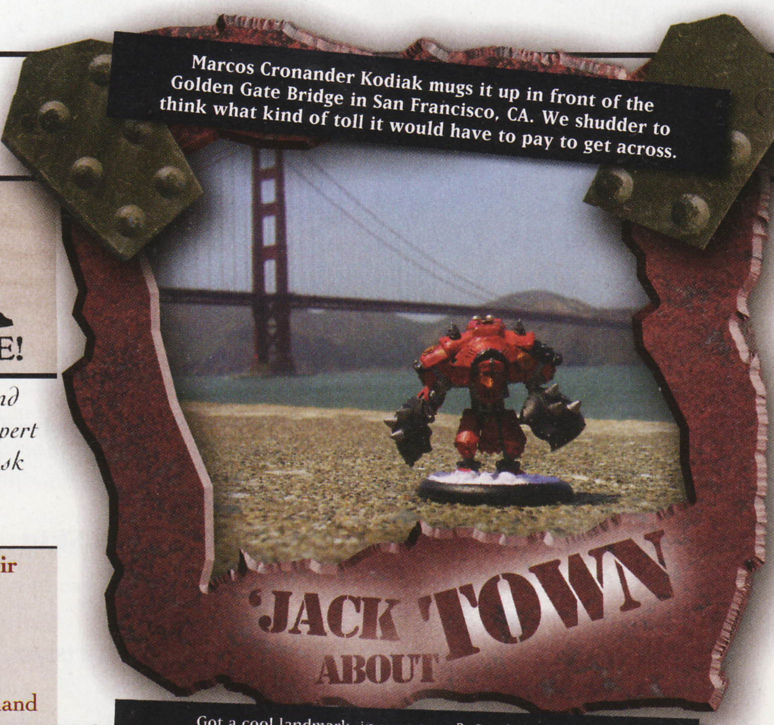
Q: Has any research been had into the cephalyx, their overlords, or their enmity with Cyriss cultists?

A: Sadly our knowledge of the cephalyx is extremely limited, to the point where I have yet to even acquire a reasonably intact sample for dissection. My only first-hand encounter with the species was an unmitigated disaster. Endeavoring field studies to gain lore about species as intelligent as this is always problematical, unless the species in question has an interest in educating others about themselves.

I am convinced they are or were human, but even this theory is based on very little. As to their rumored antagonism with the cult of Cyriss, I expect that either the Cyriss worshipers or the cephalyx have an unhealthy fascination with the other party's technology. Some have theorized that cephalyx represent an offshoot cult, perhaps some sort of splinter sect or heresy, but I have seen no evidence to support this. It seems as plausible as any other wild imagining.

I would never encourage anyone to risk their life confronting these creatures. That said, were a fully intact cephalyx *corpus corporus* to arrive on my doorstep at Corvis University, I would find some use for it.

Marcos Cronander Kodiak mugs it up in front of the Golden Gate Bridge in San Francisco, CA. We shudder to think what kind of toll it would have to pay to get across.



Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

Q: What do trollkin whelps taste like?

A: Like the troll that it came from? Really, I get these sorts of questions rather more often than I think is proper, given this is a serious field of scientific enquiry. Everything in life does not come down to cutting something apart, cooking it on a spit, and eating it. I like to think most people are more discerning about what they put in their stomachs. I dare say I have never felt the slightest impulse to gnaw upon any troll or troll bits, let alone those same bits after they have regenerated into a strangely comical degenerative miniature approximation of their species. By the same token, and to prevent such questions in the future, I have also not dined on bog trog, broken my fast on burrow-mawg blood pudding, or enjoyed a nice fricasseed cask imp after thorough pickling in brandy.

Have a question for the Professor? Post in the No Quarter section at: www. privateerpressforums.com

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *editor.in.chief@privateerpress.com.*

TEMPLE CON 2009

Pirates + Steampunk = Good

February 6–8, 2009 — Over 130 players braved the New England winter to descend upon Temple Con in Providence, RI for three full days of Privateer Press gaming madness! WARMACHINE and HORDES fans came from all over the country (and even farther) to play in five different tournaments, including two Midnight Madness events and an official Hardcore tournament run by Privateer's own Kevin Clark. In all, 48 players battled it out in Hardcore, many of them already exhausted from the Midnight Madness event that had ended just hours earlier at dawn.

What an Iron Kingdoms adventuring group *should* look like.

Players entered in any of the tournaments also were entered in a raffle to play against Press Gang Quartermaster Dan "Biggie" Brandt. In this "Beat the Quartermaster" event, players competed to see who could deliver the meanest full-metal beatdown to Biggie and his Mercenaries. The prize: a studio-painted Brun Cragback & Lug!

Players looking for more casual games did not have to scrounge for tables. Over a dozen beautifully crafted tables complete with scenery were available for ongoing Eternal War matches and friendly pickup games.

Monsterpocalypse players weren't left out either. Pickup games could be found throughout the weekend, culminating in an official Press Gang–run tournament on Sunday!

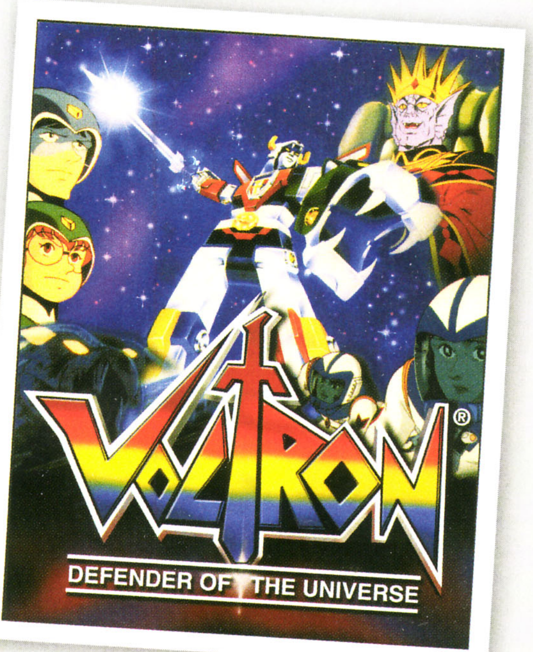
No Quarter Magazine had a few minutes to talk with Temple Con co-founder Grant Garvin. "We're thrilled to have Privateer Press as the flagship of our miniatures gaming. Temple Con is not just another gaming convention. We aim to provide a high-quality environment in which people can play the highest quality games. Just looking around at our minis hall is amazing. The visual impact of all these tables and armies is just incredible. All of us on staff are huge Privateer fans, and the Northeast is home to one of the best WARMACHINE and HORDES communities in the world. 2010 is going to be even bigger, better, and crazier! Keep watching www.templecon.org for details throughout the year."

PRIVATEER PRESS UNVEILS *MONSTERPOCALYPSE SERIES 2: I CHOMP NY* MEGA PACK

There has been a huge amount of discussion among *Monsterpocalypse* players about where the final six *I Chomp NY* mega-form monsters have been hiding. Privateer Press is pleased to announce that the wait is finally over. The *Monsterpocalypse Series 2: I Chomp NY* Mega Pack releases this May and contains Mega Rakadon, Mega Zor-Voltis, Mega Mogroth, Mega Zorog, Mega Phobos-7, and Mega Laser Knight. Each mega form presents new strategies and combinations that players can use as they brawl, blast, and smash their way to victory. The *I Chomp NY* Mega Pack is available only from Privateer Press while supplies last. Visit our online store today at **http://store.privateerpress.com** or come see us at San Diego Comic Con, GenCon, or PAX to get your *Monsterpocalypse Series 2: I Chomp NY* Mega Pack and power up your game!

MONSTERPOCALYPSE
COLLECTIBLE MINIATURES GAME
I CHOMP NY
SERIES 2: LIMITED EDITION MEGA MONSTER PACK
PRIVATEER PRESS EXCLUSIVE
I CHOMP NY SERIES 2: LIMITED EDITION MEGA MONSTER PACK

PRIVATEER PRESS ANNOUNCES VOLTRON: DEFENDER OF THE UNIVERSE EDITION OF MONSTERPOCALYPSE



Privateer Press, Inc. and World Event Productions, Ltd. are proud to announce an agreement giving Privateer Press rights to license the widely popular *Voltron Defender of the Universe* for Privateer's hit collectible miniatures game *Monsterpocalypse*. The new set is expected to release in early 2010 and will feature iconic characters from the classic *Voltron* animated series.

Matt Wilson, Privateer Press' Chief Creative Officer and *Monsterpocalypse* creator, said about the agreement, "*Monsterpocalypse* was created with the goal of being able to feature guest stars from our favorite films and TV shows that have done so much to inspire the creation of the game. Along with millions of other fans since Voltron hit our airwaves in the 80s, we at Privateer have all been in love with that indomitable Defender of the Universe, and we couldn't be more thrilled to see Voltron as the very first media celebrity to be featured in *Monsterpocalypse*."

Tiffany Ilardi, Managing Director of World Events, added, "WEP is excited to bring fans of both *Monsterpocalypse* and *Voltron* together exclusively to further immerse themselves in the mythology and magic of *Voltron*. It's a perfect fit."

Jeremy Corray, Creative Director for WEP and head geek, concluded, "Privateer Press' passion for play and devotion to detail will deliver, for the first time ever, a *Voltron*-themed tabletop game that will allow anyone behind the Lion to 'Form Blazing Sword' on wild new Robeast creations that fit perfectly in the *Monsterpocalypse* world. We can't wait!"

The announcement comes as *Voltron* celebrates its 25th anniversary as a global animated icon and the brand builds towards new entertainment announcements, including a big-budget live-action movie on the scale of *Transformers*. Join the celebration at www.voltron.com

More information regarding pricing and release dates, as well as news regarding the *Monsterpocalypse: Voltron* set, will be announced as it becomes available on **www.monsterpocalypse.com**. More information on other WEP properties can be found at **www.wep.com**.

NEW RELEASES

**MINION LANYSSA RYSSYLL,
NYSS SORCERESS, CHARACTER SOLO**

SCULPTOR: KEV WHITE • PIP 75020 • $9.99

SKORNE MOLIK KARN CHARACTER CYCLOPS HEAVY WARBEAST

Molik Karn has borne the paingivers' lash and learned to obey, but his will has never been broken. His service to Makeda extends beyond mere slavery; he has some deeper loyalty to her and brings the full force of his deadly strength and barbaric nature to fight at her side. He truly is a cyclops lord—a giant of his species, cunning despite his brutishness.

SCULPTOR: BENOIT COSSE • PIP 74037 • $27.99

LEGION OF EVERBLIGHT TYPHON CHARACTER HEAVY WARBEAST

This truly monstrous creature bears little resemblance to any beast arisen in nature. It is the organic consequence of a malevolent intelligence bent on creating weapons spawned of its own blood, flesh, and bone. Each of its three heads moves of its own accord, seeking victims to rip apart with powerful jaws or breathing out concentrated streams of superheated ash.

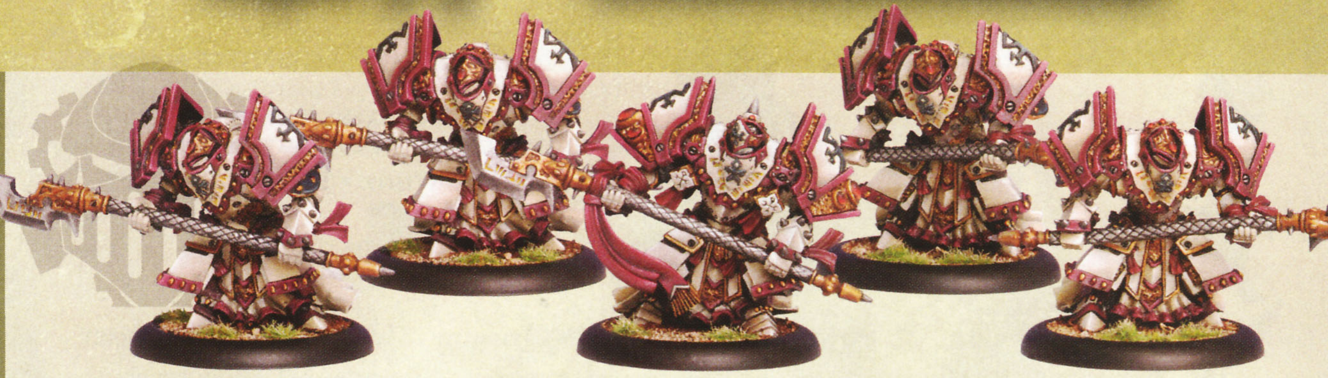
SCULPTOR: JEFF GRACE • PIP 73035 • $49.99

CIRCLE ORBOROS SHADOWHORN SATYR HEAVY WARBEAST

The shadowhorn breed of satyr has entered the fray with enthusiasm. They are of a more slender build than the stockier gnarlhorn, but their energetic personalities are even more aggressive, and they often display savage glee when closing with the enemy. Their nimble athleticism makes them capable of impressive feats, such as using the momentum of an attacker against it.

SCULPTOR: JASON HENDRICKS • PIP 72036 • $37.99

NEW RELEASES



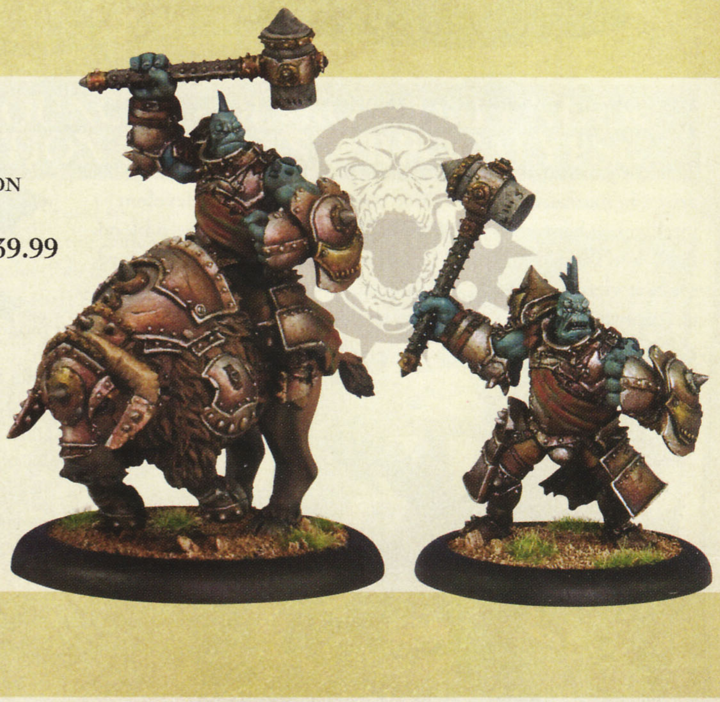
PROTECTORATE EXEMPLAR BASTION UNIT BOX

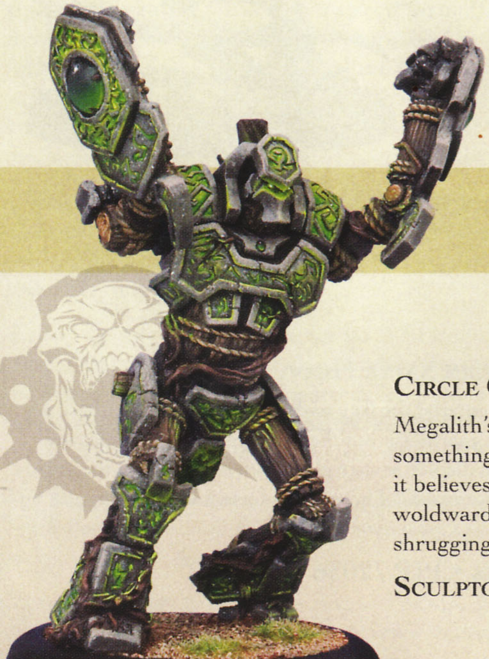
These exemplars learn to fight within the impossibly heavy bastion armor. The bond each Exemplar Bastion shares with his brothers in arms grants him their strength even as injuries wear them down. Their enduring resilience causes enemies of Menoth to despair as the bastions take up their glaives, their eyes lit with inner flame, and march forward imperturbable.

SCULPTOR: TODD HARRIS & SEAN BULLOUGH • PIP 32058 • $44.99

TROLLBLOOD HORTHOL LONG RIDER CHAMPION CHARACTER DRAGOON

SCULPTOR: STEVE SAUNDERS • PIP 71038 • $39.99





CIRCLE ORBOROS MEGALITH UNIQUE HEAVY WARBEAST

Megalith's eyes glow with something greater than the will of its master, something akin to self-awareness. This stone goliath sometimes wanders where it believes itself most needed, extending its immense restorative power to nearby woldwardens, allowing them to advance together as a crushing wall while shrugging off enemy attacks.

SCULPTOR: ARAGORN MARKS • PIP 72035 • $35.99

FULL METAL CHALLENGE

A Hex on Hexeris

by Brian Putnam

What You'll Need:

Legion of Everblight:

Lylyth
Carnivean
Angelius
Shredder

Skorne:

Lord Tyrant Hexeris
Brute
Cyclops
Krea
Agonizer
Praetorians (6 + leader + UA)

The Challenge:

With Hexeris' Gladiator destroyed, he sees that his chances of winning a war with Lylyth's heavy warbeasts are growing slim. He decides to really put the pressure on Lylyth herself by running a swarm of Deathmarched Praetorians toward her. He has also set up strong defenses for himself and his warbeasts against both ranged and melee attacks, hoping to survive this turn and then keep the pressure on with the Praetorians and bring his own melee and magic arsenal to bear.

Figure out how to cut Hexeris' plans short and destroy him this turn.

The Setup:

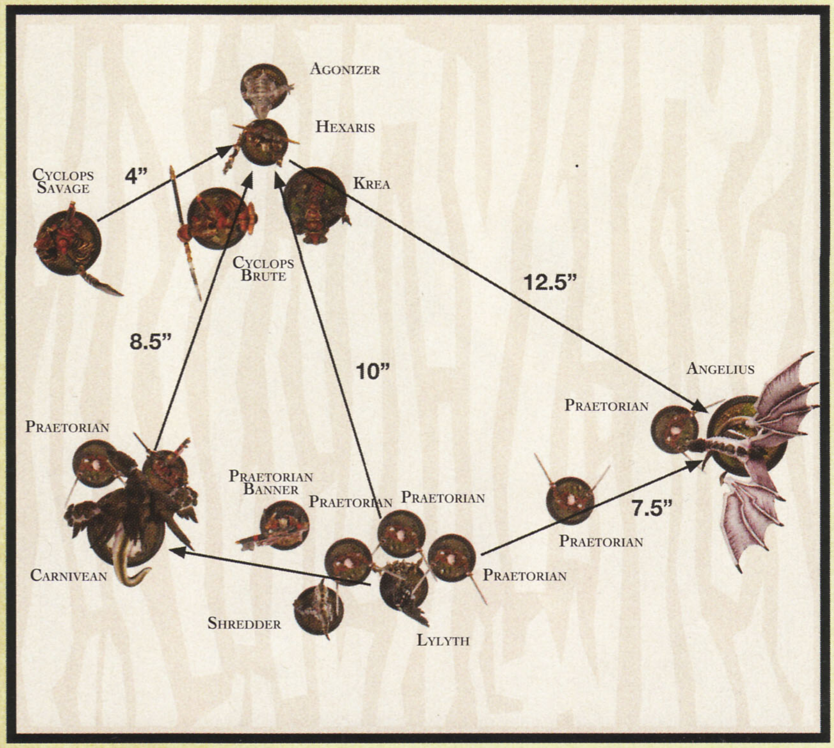
Hexeris' defensive position consists of himself, a Brute with 2 fury, an Agonizer with 4 fury that used Gnawing Pain to lower the damage capabilities of any Legion warbeasts that moved closer to attack, and a Krea with 2 fury that used Paralytic Aura last turn to protect all four models from ranged attacks. The Krea and Brute are positioned to prevent the Carnivean from engaging Hexeris.

Hexeris has full life and 2 fury. Hexeris took care to position himself outside of the 12" charging threat range of the Angelius. The Krea is quite heavily damaged; it is missing its mind and has 6pts marked in branch 5. The Savage is also quite damaged, with 4pts remaining in spirit and body. The Brute and Agonizer are undamaged.

The Krea used Spiritual Paralysis on the Carnivean last turn, locking in its 1 fury. The Praetorians then charged, but they had only charge range to the Carnivean and Angelius, and did no damage to either of them. The rest ran to engage Lylyth and filled gaps in their line, trying to create a blockade. The Angelius could ignore them, of course, but the rest of Lylyth's forces would need to fight their way through while suffering the revenge of the Praetorians by Deathmarch. They did manage to get three engaged with Lylyth, which should make her think twice about attempting to move anywhere.

The Carnivean has 1 fury, the Angelius 1, the Shredder 1, and Lylyth 2. Neither the Carnivean nor the Angelius has suffered damage. Neither warlock has used a feat yet.

Hexeris has built himself a well-fortified position with what forces he has left and has put Lylyth in a dangerous position that will only get worse next turn. Figure out how to break through his layers of defense and destroy him. He has protected himself in many ways, but if you can destroy or make useless some of his guardians, you can show him just how easily the Legion can glide right through an enemy's defenses.



Our Solution:

Leach all the fury from the Angelius and Shredder, and hurt Lylyth for 1pt to bring her to full fury. One unleachable point remains on the Carnivean, but it should have no problem passing the threshold check. Activate Lylyth first, and pop her feat to help her forces hit their targets with ease this turn. Move Lylyth through the gap in the Praetorian line to her right. She will suffer 3 freestrikes from the Praetorians, but they need 8s to hit her. Any damage she does take can be transferred to the Shredder. Shoot the Praetorian engaging the Carnivean with its back to Lylyth, then purchase an additional Hellsinger attack against the second Praetorian, boosting that attack roll because it is facing her and is screened by the Carnivean. She will be out of range of their Deathmarches, and they will not do any real damage to the Carnivean.

Spend the last of Lylyth's fury to boost Bad Blood at the Brute to stop Hexeris from transferring to it. He could put a point of fury on the Brute to cause a re-roll, but with 4 dice on the attack he has little hope of actually making it miss.

The next task is to get rid of the Agonizer. Between screening and the Krea's aura, it is very well guarded against ranged attacks, so the Angelius needs to attack it in melee. Both it and Hexeris are outside of its threat range, but if the Angelius destroys the Krea it can then use Ravenous to get the Agonizer in melee. Charge the Angelius at the Krea—with the feat it will hit easily—and use Thrust. It will likely take a second attack to destroy it. Then move 2" toward the Agonizer. Buy attacks against the Agonizer until it is destroyed.

With the Krea destroyed, there is now a spot for the Carnivean to go where it can attack Hexeris, and its path is clear thanks to Lylyth's shooting. The positioning of the Brute will not permit it a freestrike against the Carnivean. Hexeris will be able to transfer to the damaged Cyclops Savage with the fury Hexeris held plus the point from reaving the Krea, but its great number of attacks now unburdened by Gnawing Pain will tear Hexeris to shreds.

THE IRON RAIL

Steam Locomotives in the Iron Kingdoms

By Simon Berman • Art by Muttonhead, Chippy, Chris Walton, and Matt Wilson • Map by Ed Bourelle

No technological innovation has changed the face of western Immoren more than the steam engine. Steam power is best known for its direct applications in warfare: a mighty warjack crashing through lines of troops, belching smoke from its chimneys, is usually the first image people get when they think of the Iron Kingdoms, for good reason. However, the steam engine's role has been pivotal in both warfare and industry.

The New Iron Road

Literally changing the continent, railroad tracks extend thousands of miles across Caen. Cygnar's modern rail connects much of the country, and Khador has rapidly extended its own lines to better use the resources of its recent conquests. With no end in sight to the great wars, the need to expand the railways grows ever greater, and each year more cities are connected to their nation's great rail lines.

The rail boom in the Iron Kingdoms is a relatively recent phenomenon. The earliest serious rail system was a Khardic experiment with a fixed track connecting a mining depot in Skirov to the refineries located in Korsk. This line was composed of small rail tracks laid down between mills and lumber operations in the north. Laborers used these wooden tracks to push carts of lumber short distances with teams of oxen walking a parallel path. The Korsk-Skirov line was simply an extrapolation of this concept. These rails were made of iron; the cross-ties remained wood. To help with drainage, the rails were built on elevated ballast. This early railway took almost 27 years to build and was completed in 478 AR.

A crowd of hundreds gathered in Korsk to witness the launch of the Korska, the first steam-powered locomotive. This primitive engine could pull 30 tons with a maximum speed of 16 miles an hour. The Korsk-Skirov line was approximately 218 miles long, and the Korska could make this trip in roughly 15 hours—a journey that had previously taken more than a week.

Those kayazy who had previously sneered at the project were soon scrambling to take advantage of the economic opportunities it unlocked. Both the Cygnaran military and the Steam & Iron Workers Union took note. Tracks connecting Caspia to Steelwater Flats were completed in just a few decades. From there Cygnar achieved a miracle of engineering unsurpassed since. The 78 miles between Steelwater Flats and Ironhead Station are some of the most mountainous in Cygnar; instead of taking a tortuous route between the two cities, the Cygnaran military's engineering corps and the Steam & Iron Workers Union instead opted to drill a tunnel directly through the mountains. When the line was completed in 577 AR, 60 miles of the track ran underground. The engine Caspian was the first to run the line, bearing a load of 40 tons in just under four hours. With this fast and powerful engine, the rail boom in western Immoren truly began.

End of the Line: Rail in the Other Kingdoms

Only Cygnar, Khador, and Rhul have truly embraced railroads. The Cryxian Empire has found little use for the short rail lines it would be able to build across its archipelago, although some of its industrial centers use small, elevated lines to transport raw materials from refineries to factories.

Ord has begun to experiment with freight rail by building a small line connecting Merin with the port of Berck. The rail has facilitated the speed of trade, which had been handled largely by slower riverboats. Although Ord has seen financial gains, it is small enough and its iron resources meager enough that the investment to connect other cities might not be worth it. Ord would benefit the most from rail lines facilitating trade with either Cygnar or Khador, but the current state of tension between these nations makes such a prospect unlikely. Connecting to Point Bourne would have been ideal, allowing Ord to tap more directly into the flood of trade through Bainsmarket and down to Caspia. With Khador in control of the Thornwood, this dream has been postponed indefinitely. Some have suggested a shorter coastal rail line connecting Berck to Corbhen and on to Five Fingers to facilitate Dragon's Tongue River trade. Several Five Fingers high captains have endorsed this prospect, and they might have enough financial clout to make it happen. There is no question the project would provoke additional criminal competition and bloodshed to control such a lucrative trade artery.

The Protectorate of Menoth has expressed interest in establishing a rail system, but it lacks a preexisting infrastructure upon which to build. With the Northern Crusade far beyond the Protectorate's most fortified supply depots, it has seriously considered the idea of a rail line extending from Tower Judgment to Leryn. Beyond the staggering financial investment, the primary obstacle is the skorne. Given the extent of skorne fortifications in the nearby Marches, it is unlikely any such rail construction could proceed, even if the line could also be secured against Cygnaran and Khadoran interference.

Tracks of the Swan–Cygnar's Railways

Though trains were first built in Khador, the refined look and function of the Cygnaran steam locomotive is the standard by which all trains in the Iron Kingdoms are judged. The engine car that hauls the train is dominated by a massive steam engine at its fore. Atop the engine are the chimneys that vent the huge streams of coal smoke, making the train visible for miles. Here the engineer and his assistants fuel the great boiler system from a large stock of coal located at the car's rear. A huge firebox at the front of the engineer's cabin converts stored water into steam to drive the mighty locomotive forward. A variety of instruments allows the engineer to brake, accelerate, and monitor boiler pressure. Iron like the rest of the train, all windows are sliding panels that can be slammed shut in case of an attack.

The railways pass through dangerous frontiers, so the engine is typically the most heavily armored car in the train. Dense armor plating covers every surface, and the train's nose terminates in either massive iron bumpers or a huge (and often sharpened) cattle-catcher to push aside any obstructions.

Usually, behind the engine a passenger car serves as the barracks and bunker for the rail wardens (or the Winter Guard, who perform a similar role in Khador) accompanying the train on its journey. On trains that transport military hardware and regularly travel near the war fronts, this car might be fitted with one or more mounted swivel guns or a single rotating cannon turret. It also holds a weapons locker, along with folding bunks for the men to sleep in shifts. Typically almost a quarter of this car is occupied by a single warjack that is marshaled by one of the train's dedicated engineers. Usually this is a heavy steamjack, capable of assisting with labor or armed with a cannon to assist in defense. When not in use, the warjack sits on a reinforced platform with an adjacent ramp for rapid deployment.

After the barracks car begins the string of cars comprising the train's freight. Depending on the nature of the line, anything from grain and ore to troops and private passengers can be found aboard. Almost every train carries at least a few kinds of freight; more than one poor configuration has seen a passenger car endure the odor of a cattle car directly ahead of it. If the train is traveling close to an active front or otherwise expecting to meet hostile forces, barracks cars appear intermittently among the freight. This is also done when the train is carrying a particularly precious cargo like a consignment of warjack cortexes.

At the rear is a caboose, typically used as a final barracks and armory as well as sleeping quarters for the train's civilian crew. On heavily armed trains, sometimes a second steamjack and its attendant mechanics also occupy this car.

Passenger Cars

Though hauling people from one place to another might seem a natural use for trains, the concept has taken some time to catch on. Most trains in Cygnar and Khador were originally intended exclusively for shipping freight and military supplies. Ironically it was the escalation of war abroad that facilitated the wider adoption of passenger fares, made possible after entire cars were designed to rush soldiers to the front lines or reallocated from one army to another. Before this, passengers often had to make do with whatever limited space was available, which was usually less than ideal for long travel. Given the speed of the rail lines, customers were willing to pay for such space, but now passengers buy space on military personnel cars that would otherwise run empty. Travel plans can be preempted without warning, however, if the Cygnaran or Khadoran armies require the room. Combined with ever-rising fare prices, this uncertainty causes most thrifty citizens to choose slower but more affordable road and river transportation.

Steelwater Rail has considered placing a second engine at the rear of a train to preclude the need to turn on rail tables at smaller depots. The considerable expense and additional weight, however, will likely delay this innovation for some time.

Cygnar's railroads are extensive and have become a part of everyday life for many of the kingdom's people. The nation boasts the most advanced railroads and steam locomotives in western Immoren despite the infighting between its competing private rail companies.

Most of the engines and lines are privately owned by Cygnar's two largest rail companies, the Caspian Railway Society and Steelwater Rail, though a handful of smaller companies control branch lines. All these companies are serviced by the Steam & Iron Workers Union, who receive contracts for engine creation and maintenance.

> **Cygnar's railroads are extensive and have become a part of everyday life for many of the kingdom's people.**

Steelwater Rail is Cygnar's oldest rail company, and its iconic red-trimmed and hunter-green engines have come to define Cygnaran railroad power. The company dominates most freight rails in the kingdom and still controls the lines most used by Cygnar's military, making it a vital interest to the crown. Though company officers might sometimes complain about military interference, Cygnar's treasury pays quite well, as obliged by long-standing contracts. Based out of the lakeside town of Steelwater Flats, Steelwater Rail arose out of mechanik shops and other steam workers who had won bids on the early line to connect the town with Caspia. The conglomerate eventually consolidated into a single company with aspirations to monopolize all of Cygnar's railways.

Steelwater Rail has centered its operations on industrial freight, and the bulk of its railcars are designed to transport ore and other minerals. The company has undisputed private control over all freight rail traffic from Caspia to Orven and from Steelwater Flats to Ramarck. Although they do not technically monopolize the industry, the vast majority of Cygnar's mineral wealth now moves on Steelwater Rail trains—a reality the Cygnaran crown occasionally has cause to lament. The company's wealth has made it intractable in negotiations and spurred allegations of war profiteering in recent years.

Despite their obvious greed, Steelwater Rail does have a reputation for efficiency and innovation. They take great pains to keep their shipments on time and are one of the most regular employers of mercenaries for security. Although the crown attaches military support to critical shipments, the Cygnaran Army is generally willing to trust the rail wardens Steelwater Rail keeps as a private militia. The company also designed the standard-gauge tracks used by most of the smaller rail companies in the kingdom.

The Caspian Railway Society grew out of a disparate coalition of steam workers and shipping interests. In its first years Caspian Rail was almost destroyed by Steelwater Rail, which engaged in shameless sabotage and disruption against it. Open hostilities and bloodshed became alarmingly regular. The crown stepped in and mediated a truce between the companies, seeking to use Caspian Rail as a wedge in its own negotiations with Steelwater Rail.

Caspian Rail has interests in all aspects of the railroad industry but has found its niche transporting perishable freight. It played a clever game against Steelwater Rail to gain control of the most lucrative grain and livestock contracts out of Bainsmarket and now virtually controls the "Market Line" running to Caspia. In response, Steelwater Rail spitefully refused to continue their planned line connecting to Point Bourne, an opportunity Caspian Rail gleefully snatched. Connection with Point Bourne provided trade profits from the Dragon's Tongue port, which Caspian Rail quickly used to fund its new passenger rail trains.

In control of the Point Bourne rail depots, Caspian Rail is poised to attempt to lay the long-desired Ceryl connection. In late 607 AR the Church of Morrow finally agreed to the crown's request to help fund the creation of this line, but the difficult terrain of the Cloutsdown Fen and the dense woods of the Gnarls represent considerable obstacles—to say nothing of the numerous hostile trollkin who make their home in the Gnarls. Even with all the coin in Cygnar, the Point Bourne–Ceryl line might prove to be a pipe dream. Given these problems, Steelwater Rail has made a counteroffer to the Church of Morrow for a connection from Ceryl to Orven. Although this route would be longer and in some ways more challenging, it would avoid the hostile trollkin of the Gnarls and would also directly connect Caspia and Ceryl, Cygnar's two largest cities. Steelwater's cause might find a champion in the church primarch, who hails from Orven and would like to see his city prosper. The possibility of a rail connection to

Ceryl has prompted envious muttering in Corvis, which will likely continue to rely on river trade unless the military decides to take a more direct interest.

Thanks to Caspian Rail, Cygnar now has the only dedicated passenger train in western Immoren, the Royal Diligence, though even it is periodically co-opted to transport soldiers. Steelwater Rail was quick to expand passenger service on its own lines in response, but its passenger cars are both less comfortable and available on fewer routes than its competitor's. Private rail travel is still somewhat expensive, but for a moderate price any citizen can travel from Caspia all the way to Bainsmarket in a single day and night. Previously this 428-mile trip could take more than two weeks. Caspian Rail and its blue-gray engines with gold trim have captured the imagination of the Cygnaran people.

Although small towns and villages along the Market Line are eager to build stations, Caspian Rail has final authority over where it will place facilities. Furthermore, the current wars make passenger rail uncertain. With the recent loss of the Thornwood, Point Bourne and Corvis have become vital cities to the Cygnaran Army, and the military traffic heading to these destinations has placed a strain on rail travel. Even so, passenger rail is increasingly a larger part of Caspian Rail's business, and the company is expanding service wherever possible.

The Iron Highway–Railroads of Khador

The Khadoran Empire often suffers from a conservative approach to new technology, instead settling to expand on existing ideas. If a mortar works well, it reasons, an even bigger mortar will work even better. When the rail boom in the Iron Kingdoms began, however, Khador was fortunate to have Simonyev Blaustavya as its regent.

Simonyev was already familiar with the benefits of rail as head of the Blaustavya Shipping Company and used his position to expand and modernize his country's infrastructure as quickly as possible. Though Khador pioneered the first rail line, progress stalled for several decades after the costly Coin War in Llael. Having heard of the success of Cygnar's Caspian and the rapid track-laying occurring in both Cygnar and Rhul, Blaustavya strongly suggested that his fellow kayazy make it a priority to fund rail expansion. Despite several train accidents in the rush to catch up to the other kingdoms, the Khardov-to-Ohk line was completed in 601 AR. Dubbed the "Iron Highway," this line packed thousands of rural Khadorans uncomfortably onto cargo cars and hauled them to the nation's modern cities. The majority of these former peasants found work as factory laborers and helped fuel the Khadoran war machine.

Granted the title of great vizier, Blaustavya remains a trusted advisor to Empress Vanar, who has seen for herself the huge impact the railroads have had on her nation and continues to have them improved and expanded. She and most of the kayazy consider passenger rail a trivial project and waste of wartime finances. Blaustavya, however, has quietly encouraged some passenger projects by independent rail companies. As in Cygnar, cars originally intended to move soldiers easily convert for passenger use.

Blaustavya Shipping & Rail (BS&R) controls the bulk of rail operations in Khador, with Khorsk-Khardov Railworks Konsortium and BS&R's sister company Troykyev Iron & Steam keeping their shares. The Khadoran government is more interested in results than personal wealth, and these companies have been known to engage in some of the scurrilous dealings and sabotage that plague Cygnar's rail interests. Still, their rivalries are subtle, and what violence does break out between them is almost always masked as the work of Cygnaran spies and agent provocateurs.

This control from the top has given Khador the ability to lay new track and create functioning rail lines faster than any other nation. With the fall of Llael, BS&R leaped to integrate the occupied territory with Khador's rail line. Completed in fewer than four years, the new "Umbrean Line" connects Korsk with Laedry by way of Rorschik, and work continues apace to connect Merywyn as well. This massive project has cost the state a staggering weight in bullion and the lives of hundreds of workers, many of whom were prison laborers. The largest steam train in all of Immoren, the Khardic Colossal was the first engine to run the line and greatly impressed the inhabitants of Laedry. The Umbrean Line has proved a boon to Khador's efforts in occupied Llael and was instrumental in supplying troops to the siege that broke Northguard and culminated in the annexation of the Thornwood.

The Umbrean Line is now regularly serviced by the Might of Korsk. Although not as massive as the Khardic Colossal, this new engine and its sister Empire's Pride are the first of a new kind of Khadoran steam locomotive. BS&R has funded a great deal of research into more efficient steam boilers and fireboxes, and this new class represents the fruit of their labor. The fireboxes are still oversized, but some of Blaustavya's innovations to increase pressure might be applied to warjack boilers in the near future.

These new engines maintain the old design philosophy of heavy armor and weaponry; sabotage has plagued Khador's train lines since the most recent war in 604 AR began. Because of BS&R's close ties to the Khadoran High Kommand, the Khadoran military protects the rails more than in Cygnar, even going so far as to create specialized rail wardens called the Khadoran Rail Korps. These units use barracks cars as mobile fortresses and have become adept at fighting on moving trains. Their blunderbusses have sent more than one group of Llaelese rebels running into the forests, dragging their wounded and dead behind them. The battle mechaniks assigned to attend to the trains are sometimes given an old warjack if one can be spared from the front, and they prefer the Destroyer chassis for such duty. Given the unpredictable nature of sabotaged tracks or other ambushes, the Rail Korps highly values the versatility of the Destroyer.

Khador has also experimented with using the trains themselves as weapons of war. When Kossite scouts observed a Llaelese rebel camp in a small copse of woods on the Umbrean plains, the Lady Ayn and its tremendous cannon were sent to shell the area. Many rebels were killed outright, and the rest were flushed into the open where they were quickly dealt with by the men and women of the Rail Korps.

Rail in Rhul

The clans of Rhul used a vast series of connected mine carts for centuries before taking notice of the human nations' new railroads. The Rhulfolk immediately recognized the utility of modern rail and began building an expanded rail system with a speed that astonished their neighbors. The three-pronged set of lines connecting Ghord with Griddenguard, Groddenguard, and Ulgar were completed in less than a decade. A miracle of engineering and efficiency, the original Rhulic lines crossed over and under the huge mountains of their land. Rhulic Rail's first locomotive made the journey to and from Ghord in 573 AR.

Two more projects were begun after the completion of Rhul's first three lines, but only one has been completed. The Ghord-Drotuhn line lays incomplete only 50 miles from Drotuhn. In the spring of 607 AR two separate track-laying crews vanished while working in a valley in the Borokunn Mountains. A division of Hammerfall troops accompanied the third crew dispatched. They found a handful of survivors who spoke of atrocious monsters lairing near the unfinished tracks. The moot in Ghord correctly surmised these were the same blighted horrors that had begun to plague other parts of their nation. Work on the line is indefinitely on hold, but it is only a matter of time before the moot assigns a warcaster and a large task force to clear the way for the rail to be finished.

The Ulgar-Brunder line, however, was completed ahead of schedule. This line is perhaps the most impressive in all of Rhul. The bridge over the Ayeres River is a marvel of Rhulic engineering. When the rail moves to the south it runs parallel to the shore of the Armsdeep for most of its length before a second massive bridge crosses the Fleetsfill River and the line terminates in Brunder.

The next major project under consideration is a southern line that would connect Ghord with Hammerfall. Connecting Rhul's most important fortress with the rest of its major cities would be an obvious boon, but the terrain itself is extremely difficult. Between the capital and the citadel lie some of the deepest ravines and hardest stone in all of Rhul, to say nothing of the dangerous wildlife lurking in that region. If this line is ever completed, it will open the way for rail to be extended on to Horgenhold and Hellspass. Plans are already being considered to connect Farhollow and Ulgar. Rhul could be the first of the Iron Kingdoms to have all its major cities connected by railway, though some clan lords insist Farhallow is too remote and insignificant to make this worth the effort.

> **Its multiple chimneys, light-blue paint, and the massive gold Cygnus on its front make it one of the defining images of Cygnar.**

Rhul's trains share many similarities with Khador's; they are heavily armored and loaded with dedicated troops. The strangely large doors and troop ramps of their railcars stand apart, though. These make sense given the large population of ogrun that make up Rhul's population: they provide easy entry to the vehicles for the dwarves' larger brethren.

The mountains of Rhul host a wide variety of hostile and predatory creatures. Trolls, dregg, and farrow tribes are common throughout the region, and stranger creatures like dolomites are regular nuisances. To deal with these constant threats, at least a couple dozen dwarven warriors and engineers as well as several ogrun accompany every Rhulic train. No train carries fewer than four swivel guns, and some freight cars even allow additional guns to be mounted if the train is expected to meet more hostile forces than usual. In addition, every Rhulic engine features at least one turret-mounted cannon.

Despite the precautions the Rhulfolk take, ambushes have derailed three trains in the past five years. Worse still were the entire locomotive and crew slain by a gorgandur that had awoken beneath Slannog's Point. A group of adventurers was hired to deal with the enormous creature, and though they never returned the gorgandur has not been seen again. Only time will tell whether it was defeated or merely returned to its slumber.

The Royal Diligence

The Royal Diligence, first launched on the Caspia–Steelwater Flats line in AR 589, is perhaps the best-known train in Cygnar. Originally named the Royal Valiant, the engine took almost four years to build and represented the best of Cygnaran steam locomotive technology. Its steam engine and largest components were fabricated at the main Steelwater Rail facilities. Master Engineer Thomas Brookfeld considered the engine his finest accomplishment and personally oversaw every major step of its construction. Upon completion, the engine could pull a load in excess of 46 tons and had an unencumbered maximum speed of 29 miles an hour.

Steelwater Rail originally commissioned the Royal Valiant to increase its steel freight traffic to Caspia, and the engine spent the end of the century running steel and other industrial goods to the capital and back. Had it not been for a complicated turn of events, the Royal Valiant might have remained a dedicated freight engine and never inspired the imagination of the Cygnaran people.

Late in 602 AR, Caspian Rail accused Steelwater Rail management of hiring mercenaries to disrupt the Lady Shevann, a Caspian Rail engine that was being repaired by Steam & Iron Workers Union members at an affiliated service depot outside of Fharin. Two Caspian Rail mechaniks and three gobbers were killed. Although the incident did not go to court, the crown became involved. Caspian Rail agreed to drop their charges in exchange for heavy remuneration. Steelwater Rail made a counteroffer of the Royal Valiant, which Caspian Rail gladly accepted.

Caspian Rail had already long planned for its own passenger line. With the boon of the Royal Valiant engine and knowing Cygnar's need for additional troop transport, Caspian Rail was able to accelerate its scheme. In early 605 AR Caspian Rail announced its first three passenger cars—to be pulled by the now-renamed Royal Diligence. To appease the military, Caspian Rail gave them first priority with these cars, and though they often occupy at least one, they rarely require all three. For the first time in history any citizen with 50 crowns could ride the railways all the way from Caspia to Bainsmarket. The route was extended once track had been laid to Point Bourne, though most passenger trade disembarks at Bainsmarket.

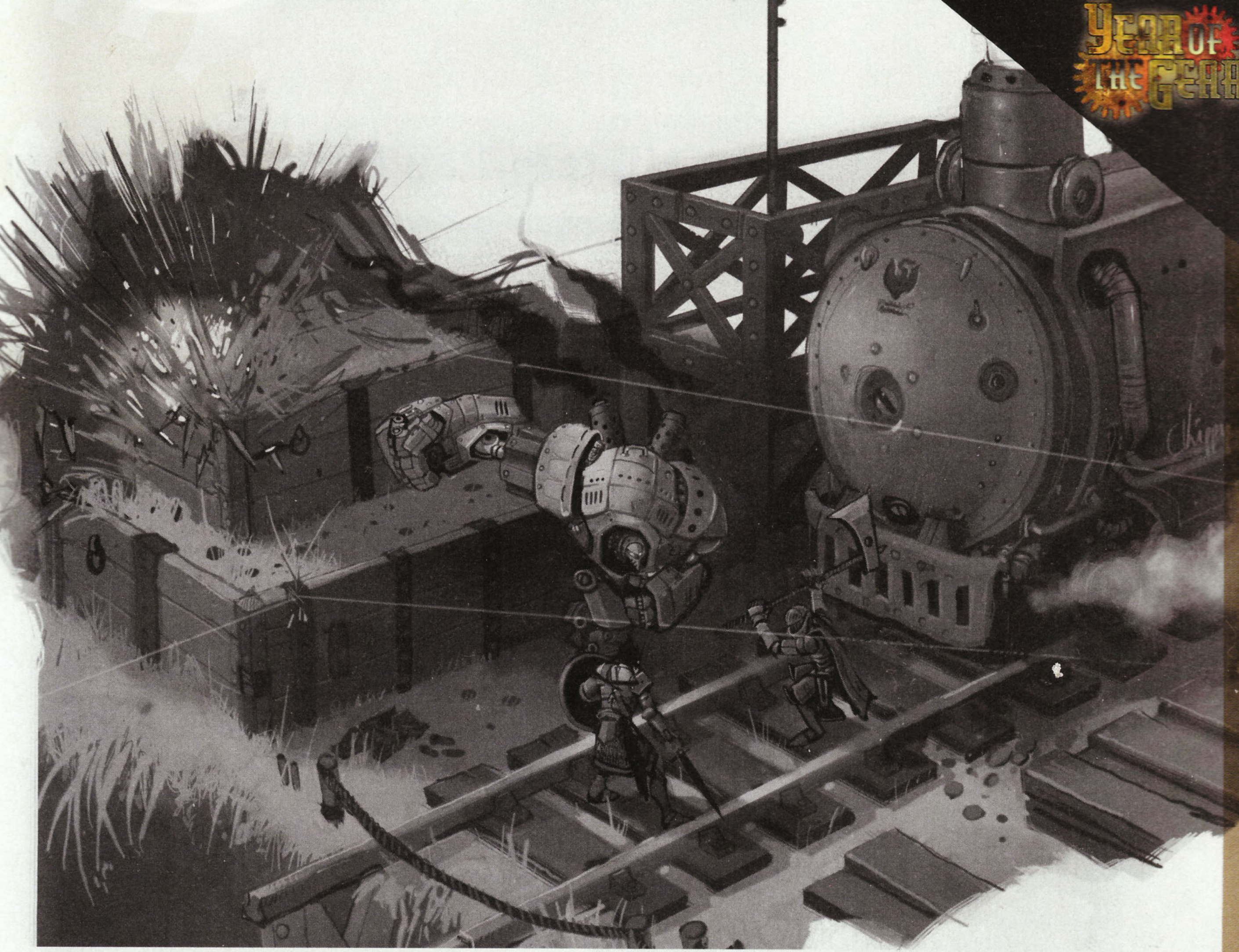
The Royal Diligence has become a familiar sight on the Market Line; locals near the line still turn out to see it roll past their homes or into station. Its multiple chimneys, light-blue paint, and the massive gold Cygnus on its front make it one of the defining images of Cygnar. The Royal Diligence can be seen making its thrice-weekly departures from Caspia to Steelwater Flats, stopping once in Fharin and once in Bainsmarket before making the final connection to Point Bourne. Passengers can pay an additional 10 crowns to continue to this final stop.

Chief Engineer Alain Shedwick (male Caspian Amk 8) runs all the Royal Diligence's journeys. Shedwick has been with Caspian Rail for more than 25 years and is one of the company's most trusted engineers. Middle-aged and on the verge of portliness, Shedwick is a kind man much beloved by his crew, even more so for his unflinching dedication to the Diligence. On two occasions Shedwick has personally fought against Khadoran and Menite raiders who attacked his "baby."

Shedwick is accompanied by several other engineers. His chief assistant is the gobber Slek (male Bdg 6). Slek has spent the past several years becoming familiar with every gauge, pipe, cog, and rivet on the Royal Diligence. The bond that has grown between the engineer and his assistant astounds new crewmembers; the two of them can communicate wordlessly when responding to the myriad problems and mechanical mishaps aboard the engine.

Accompanying Shedwick, Slek, and the other engineers are several apprentices who do the backbreaking work of shoveling coal and stoking the furnace. Completing the engine's crew are two of the mercenary band who stay on guard in the cabin.

Directly behind the engine is a barracks car painted in the standard light blue and gold of all Caspian Rail cars. This



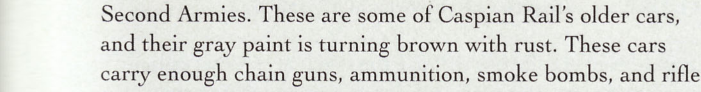
car carries the *Rolling Thunder*, a mercenary band operating out of Fharin. Led by Taryn Heifer (female Thurian Ftr5/Rog4), the band specializes in guarding rail traffic. Twelve members of the band currently make their homes aboard the Royal Diligence. In the rear of this car they keep their mostly reliable Mule, nicknamed "Belcher." The warjack's furnace is kept at a low boil for the duration of the trip and its chimney protrudes out a hatch in the roof of the cabin to prevent asphyxiating the occupants.

Just ahead of the barracks are three boxcars carrying weaponry for the trenchers and long gunners of the First and Second Armies. These are some of Caspian Rail's older cars, and their gray paint is turning brown with rust. These cars carry enough chain guns, ammunition, smoke bombs, and rifles to replace those lost to casualties or accident for three months.

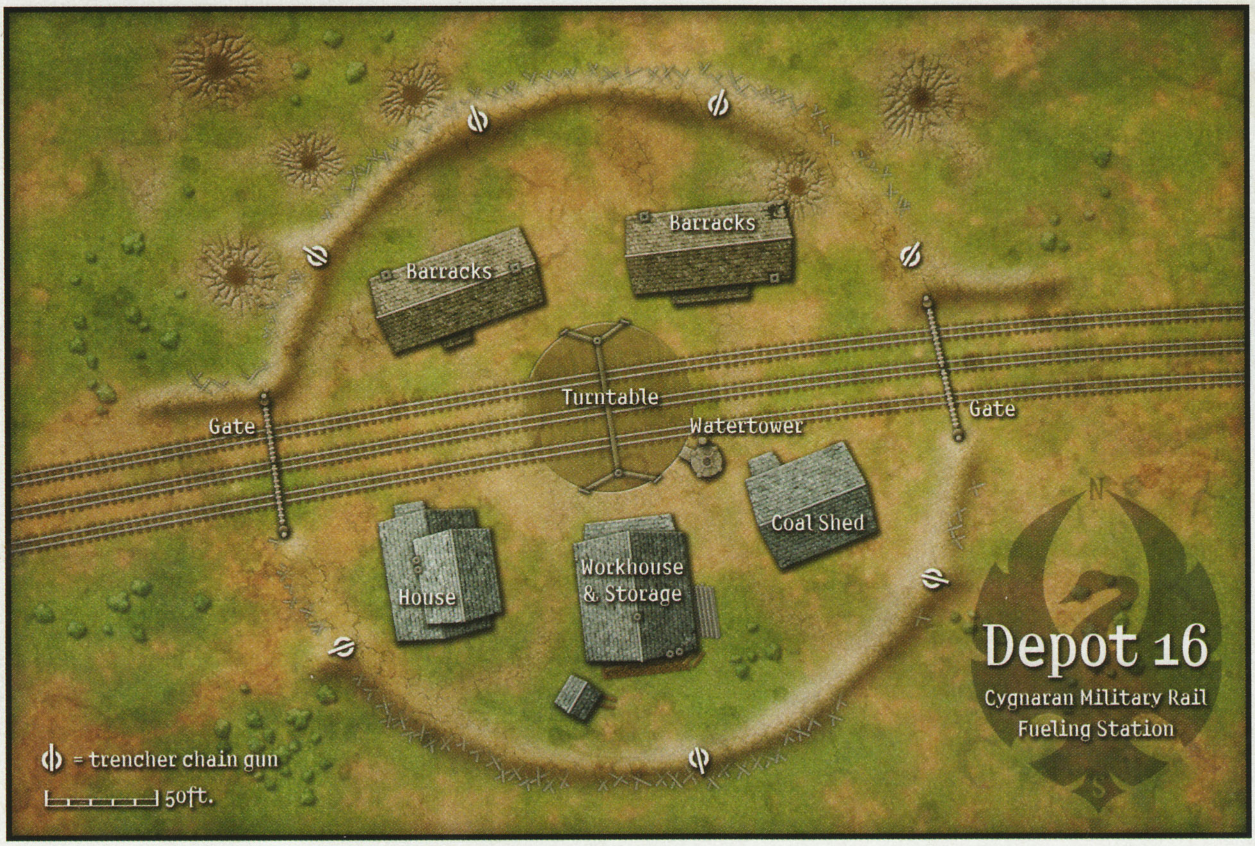
Next are the three passenger cars currently hauled by the Royal Diligence. Each comfortably carries 40 passengers (or 80 soldiers, uncomfortably), with a small booth for two people to sleep in privacy. The sleeper cabin costs a premium and is generally bought only by royalty or wealthy industrialists. Conductor Frenklys (male Midlunder Exp4) greets passengers here and takes their tickets. Frenklys takes great pleasure in his distinctive *"All aboard!"* call as the train departs each station. Two members of the Rolling Thunder are also present in each passenger car. They are supposed to remain on guard at all times but on more than one occasion have become distracted by a quiet dice game and nips from a hip flask.

Behind the passenger cars are two open-topped freight cars carrying rations for the Cygnaran Army. Prepared in Caspia, the rations are to be transferred to a military caravan in Bainsmarket destined for the new front lines not far from the city. The rations are bound tightly in wax paper, and each car is covered by a waterproof tarp.

The last car of the train is a heavily armored caboose. Its bright red paint is streaked with rust in some particularly vulnerable spots, but overall it is kept in good order because it serves as the crew's sleeping quarters and kitchen. Inside are four bunk beds with two levels each. A coal-burning stove occupies the far end of the caboose. Conductor Frenklys keeps his books and received tickets at a desk here. At each passenger, freight, and refueling stop, the Royal Diligence idles from 20 minutes to an hour, during which crewmembers cook quick meals or switch shifts with those already in this, their home away from home.



Depot 16: Cygnaran Military Rail Fueling Station



Located 25 miles east of Point Bourne, Depot 16 is undoubtedly the most active (and dangerous) military rail depot in all of western Immoren. It was built in late 606 AR in the foothills of the Dragonspine Mountains by Caspian Rail, who used it as a staging point while they laid their rails from Bainsmarket to Point Bourne. They never intended it to become the fort it is today.

After the line was complete, Depot 16 was used as a refueling facility for trains as they descended the mountain passes. A wooden fence surrounded the facility, which contained a barracks and housing for Caspian Rail crewmembers and station workers, several switching tracks, a turning table, coal sheds, and a warehouse for sundry goods that doubled as a workhouse for repairs. Until recently, no more than 15 Caspian Rail employees made their homes at the depot. The territory was firmly in Cygnar's grasp, and the Khadoran front lay more than two hundred miles to the north.

With the fall of Northguard and the subsequent annexation of the Thornwood by Khador, Point Bourne and its surroundings have become the new front line in Cygnar's ongoing war with their northern enemies. Now the Point Bourne–Bainsmarket line and Depot 16 have become two of the most critical assets on Cygnar's northern front, and the small depot has been heavily fortified and invested with Cygnaran troops.

A huge set of earthworks has been erected around the depot, surrounding a much larger area than the original fencing did. Large wooden spikes and scrap metal barricades are embedded in the outside of the two half-circles that enclose the depot. Trencher chain guns are mounted into the manmade hillock, placed at intervals to create the most efficient target zones. Gated passes at the east and west ends of the earthworks allow trains to enter and leave. Two squads of trenchers patrol the earthworks at all times.

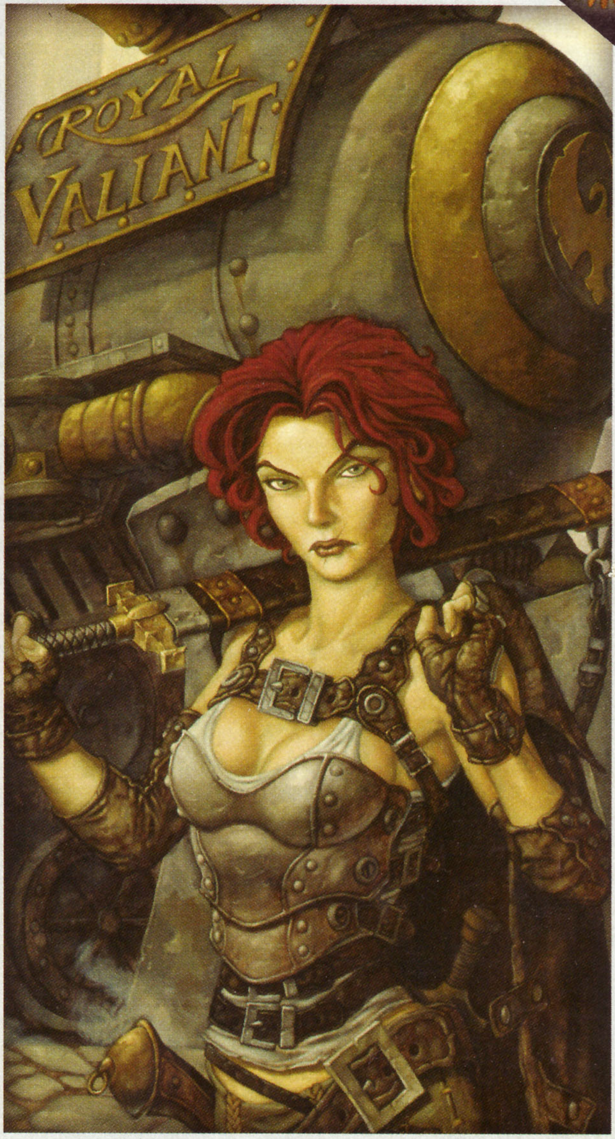
Caspian Rail employees still use the original structures built by the company. Because of the very real dangers at this depot, these workers earn significantly larger wages due to hazard pay. Those few passengers willing to risk the trip all the way to Point Bourne are asked to stay aboard and endure the occasional search by station soldiers and are offered no amenities until they reach the city proper.

The Cygnaran military has constructed additional barracks for their own use, and these now permanently house two full

Massacre on the Market Line

No one who works the Royal Diligence likes to speak of this incident, and questions are met with cold stares and silence. In the summer of 607 AR the Royal Diligence had just left Bainsmarket heading south when an attack from trollkin and dire trolls brought the line to an abrupt halt. Taryn Heifer was lucky enough not to have been on board this trip, as she was attending to family business in Fharin, but many of her former mercenary crew died to troll teeth in the initial attack. Whether by accident or design, soldiers heading south from Point Bourne to convalesce were the primary targets.

Those attempting to defend the train watched in stunned disbelief as several gargantuan dire trolls tore away one of the hospital cars filled with injured members of Cygnar's First Army. The entire passenger car was hauled into the distance and never seen again. Horrifying tales have been told of the likely fate of those wounded soldiers at the hands of ravenous trolls. The Diligence recovered and the car was replaced, but no one has taken security for granted since that horrible afternoon. Both the mercenaries and soldiers assigned to protect the train have stayed armed and alert, but no one can escape the fear of additional attacks. Even having a warjack on board does little to reassure passengers against the possibility of a rampaging dire troll.



the way to Point Bourne are asked to stay aboard and endure the occasional search by station soldiers and are offered no amenities until they reach the city proper.

The Cygnaran military has constructed additional barracks for their own use, and these now permanently house two full trencher platoons. A platoon of long gunners also guards the depot alongside the trenchers. At any time various other squads and platoons are either stationed here or are passing through. Assigned to the general region is Major Elston Danworth (male Midlunder Ftr7), commander of the 12th Infantry Battalion; he has made Depot 16 his de facto command squad.

Because of the vital role the station plays in defending the railroad, Major Danworth has had more luck than many other officers in requisitioning warjacks. The depot's garrison currently holds two Grenadiers, an Ironclad, and a prized Defender. The mechaniks keep at least two of these 'jacks ready for combat at all times and will prime the engines of all four if a Khadoran attack is imminent.

Despite the supposed cease fire in effect between Khador and Cygnar along the Black River, Depot 16 has suffered almost weekly attacks, most small but disruptive probing strikes. The rail line has had to be repaired on 14 separate occasions as Khadoran scouts or mercenaries in their employ have destroyed portions of the track. Regular casualties from snipers and other incidental fire have led local soldiers to make morbid jokes of the notion of any cessation of hostilities with Khador. Recent fortifications being built by the Khadorans across the river only add to the tension.

In the meantime, the trenchers and long gunners of Depot 16 weather regular minor skirmishes. To this point, the earthworks have held and the Cygnaran casualties have been minimal. The troops of Depot 16 make light of their duty to guard the "big smokers," as they've come to call the trains, but everyone stationed here is uneasy and expects full war to erupt soon enough. They know they will be right at the front of it, as will the iron rails they guard.

A Privateer Press Staff HORDES vs. WARMACHINE Battle Report

BRIDGE TO NOWHERE

No Quarter Battle Reports put you in the thick of the fight. Get inside the head of each player, learn their tactics and strategies, and see their mistakes and brilliant epiphanies.

by **Adam Poirier** and **Rob Stoddard** • Art by **Carlos Cabrera** and **Chris Walton**

Welcome back, gearhead! This is Eric Cagle, the Editor-in-Chief of No Quarter. Several months ago, Hobby Manager Rob Hawkins and I sat down to work out what terrain pieces we wante to see in the 2009 schedule. Rob suggested including a piece meant for advanced terrain builders—a functioning mechanikal drawbridge that could be raised and lowered at will. He got in touch with Ambrose Coddington and set him to task. A month later, we received this amazing piece of terrain in the mail that absolutely blew us away. Why? Not only did it look great, but Ambrose went way above the call of duty and made the piece automated, using electrical components and switched to allowing the drawbridge to do what drawbridges do.

Ok, we thought, this has to be a centerpiece for a battle report. Rob immediately set to task of building some great looking terrain that fit the drawbridge's purpose and feel, including a river complete with shallow and deep water hazards. Then, I cornered two veteran players—Rob Stoddard and Adam Poirier—to duke it out. My request included that each player could field 1,000 points and had to incorporate the drawbridge in some fashion. After much discussion, the two players devised a "Triple Mosh Pit" scenario, with the bridge at the center. Sadly, despite the inherent cool factor of a functioning, moving terrain piece, they didn't have time to write out any rules that took this into account. Fret not, reader, as I will be cornering them once again to come up with scenario rules on what happens when you raise or lower that bridge, both with and without models on it!

The stage was set: two expert and utterly merciless opponents, fielding their favorite armies, 1,000 points to play with, and some terrain that not only looked good, but made their battle a real challenge. As you'll find out, neither one of them expected how things would turn out…

The Scenario—Triple Mosh Pit

The "Bridge to Nowhere" battle report utilizes a variation on the Mosh Pit scenario (see page @@ in WARMACHINE: Prime Remix. First, due to the larger size and unique set up of the board, the scenario requires three 10" Mosh Pits instead of the usual one. The player who manages to kill both of his opponent's 'casters or controlled two of the three mosh pits at the end of 4 Rounds is declared the winner.

Buildings and Mechanika Drawbridge

Buildings are impassible obstructions and cannot be destroyed in this scenario.

The Battlefield

In "Bridge to Nowhere" a Skorne advance force is making an aggressive move into Cygnar territory, where a narrow river divides the two disputed lands. In an effort to bolster the meager amount of regular troops, Cygnar has spent a staggering amount of coin to pull in every mercenary available to defend this drawbridge from being controlled by the Skorne.

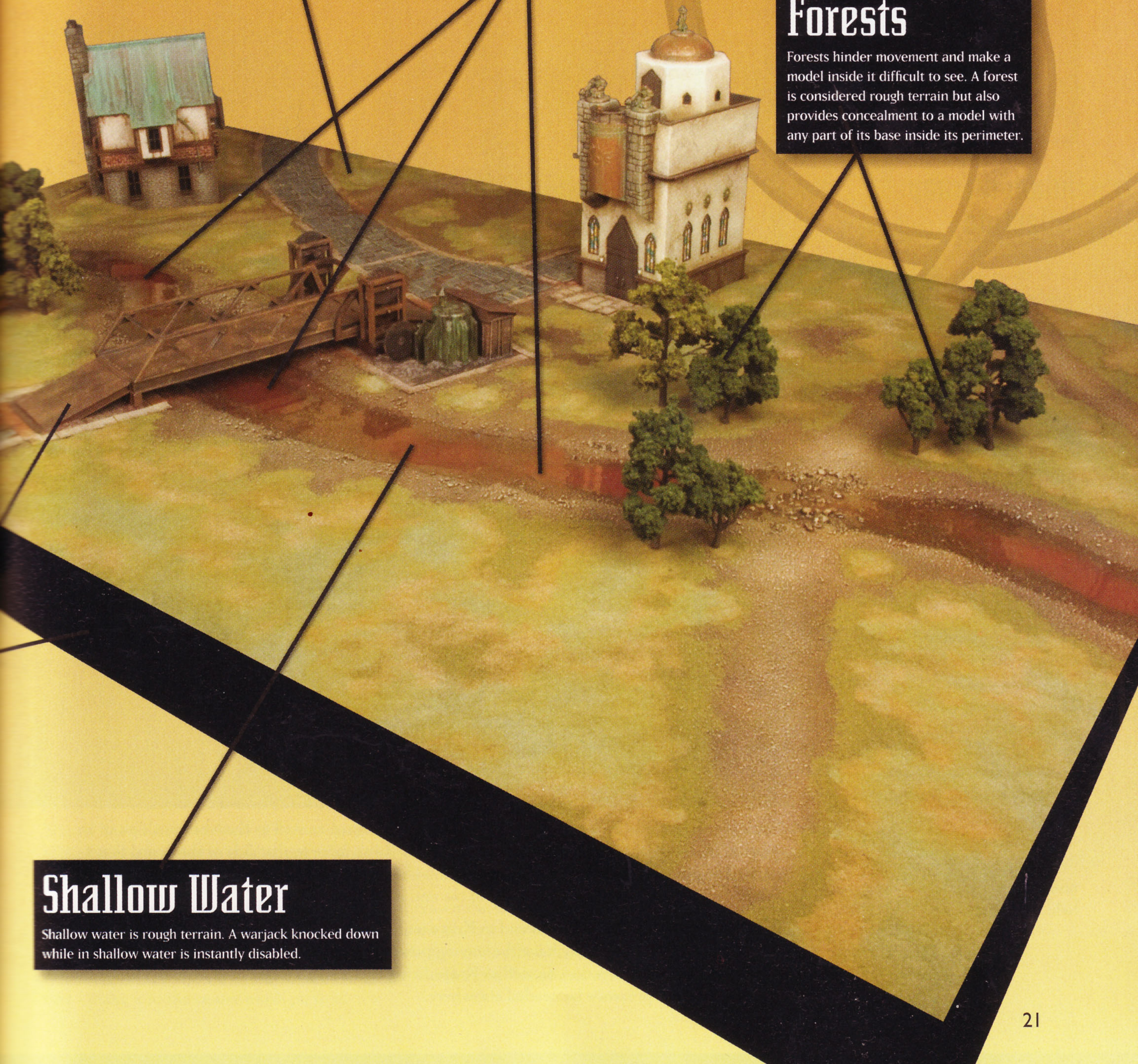
To better facilitate the mechanika drawbridge that served as the centerpiece of the scenario, along with the sheer number of models for this 1,000-point battle, the board was increased in size to 6 feet by 4 feet.

Deep Water

Deep water is terrain that cannot be entered voluntarily. A warjack that enters deep water is instantly disabled and replaced with a wreck marker and cannot be repaired or started for the remainder of the game. A model in deep water has a base DEF of 7 against all attacks. A warrior ending his activation in deep water automatically takes one damage point. A model in deep water can advance at half its normal movement rate but cannot run or charge. It cannot perform actions, cast spells, use feats, or give orders until it is completely out of the deep water. A model in deep water cannot engage other models or make attacks. A warcaster in deep water can allocate focus points and use them to maintain upkeep spells.

Forests

Forests hinder movement and make a model inside it difficult to see. A forest is considered rough terrain but also provides concealment to a model with any part of its base inside its perimeter.

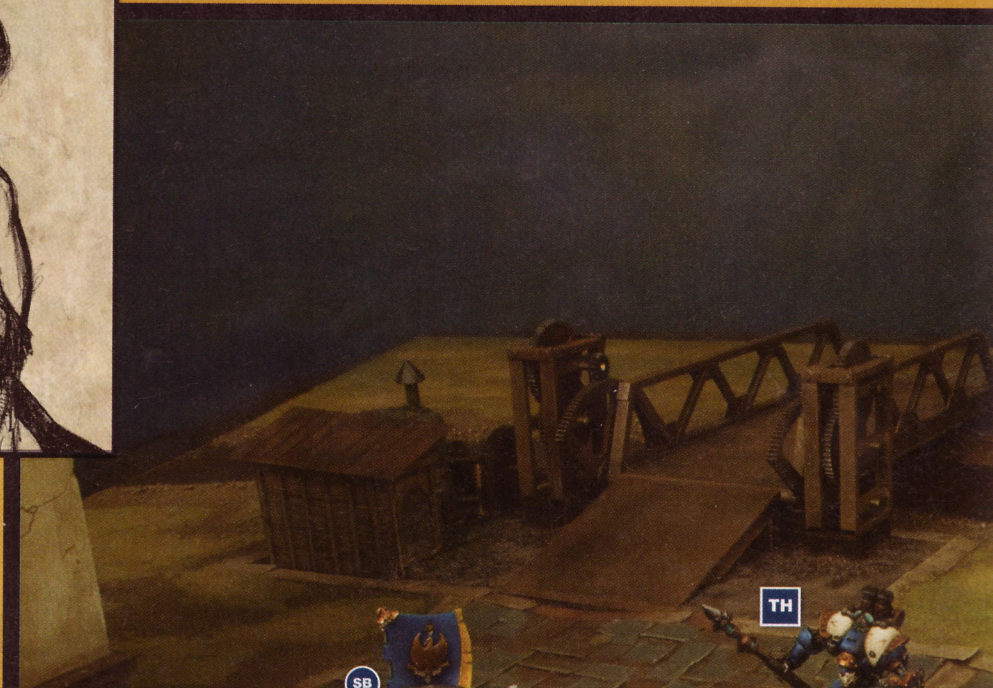


Shallow Water

Shallow water is rough terrain. A warjack knocked down while in shallow water is instantly disabled.

CYGNAR/MERCS

Adam Poirier



Adam's Troop Selection

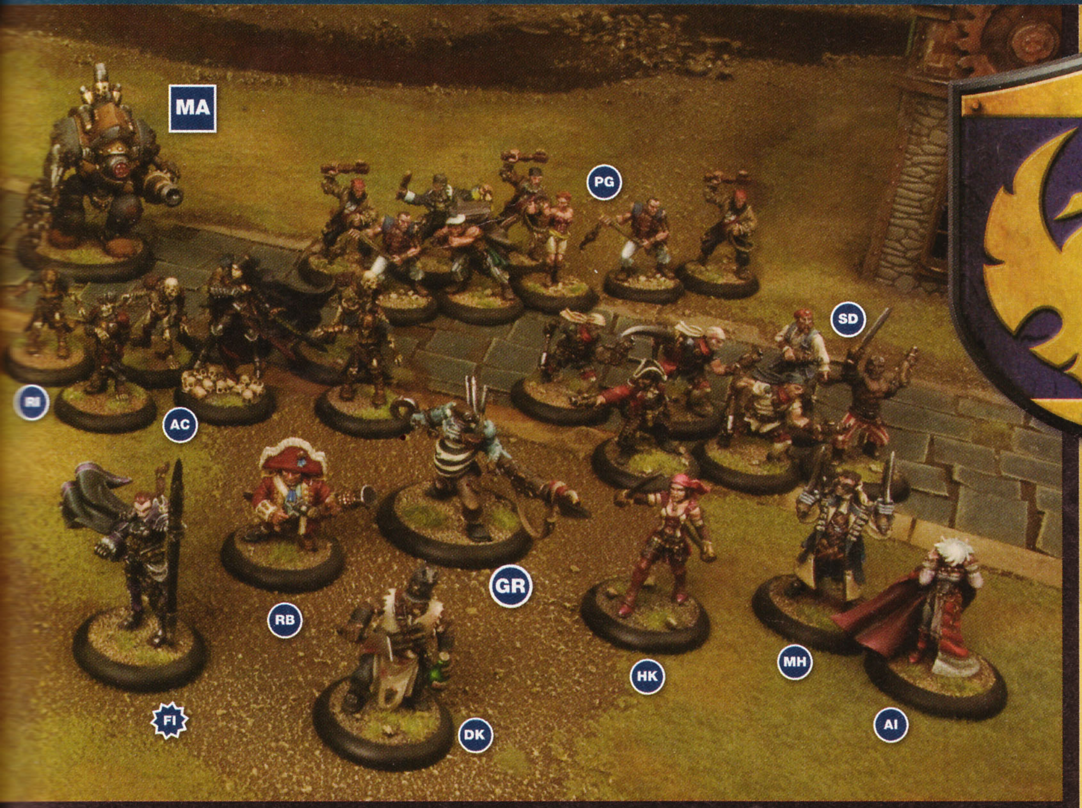
Going into this battle report, I knew there were going to be a number of unique factors that needed to be planned for when constructing my list. The first large consideration was that we decided our scenario was going to be a "border skirmish" on a six-foot board that had a river cutting across it, with 3 mosh pits running across that center line. The game was set to 4 rounds, with whoever killed both of their opponent's casters or controlled two of the three mosh pits at the end of turn 4 garnering the win. The second factor I had to account for was that Rob Stoddard was going to not only be my opponent, but would also be fielding Skorne. I knew that my typical extremely aggressive shenanigans would not serve me well in this fight because there was no way Rob was going to lose both of his warlocks to me in four rounds. Considering the aforementioned factors, I knew I was going to have to play much more defensively and make sure I held those most pits.

Tactically, I decided I was going to hold the center pit strong, as well as the west mosh pit in an effort to both lock them down and draw as much of Rob's force to that side of the board that I could. The pit on the east I wanted to make look like I had abandoned it, see what Rob committed to it early in the game, and swing in fast at the end if needed.

The mosh pit to the west was assigned to Kraye and his battlegroup, the Sword Knights, and the Journeyman Warcaster. They have the staying power and damage output to stand up to anything that Rob sends their direction, as well as Kraye being fast enough to get to anywhere else on the board, should his presence be needed elsewhere.

Adam's Cygnar/Merc Army

	Model/Unit	Points/VP
KR	Captain Jeremiah Kraye	87 / 5
TH	Thorn	93 / 3
SQ	Squire	18 /1
JW	Journeyman Warcaster	25 / 1
PE	Professor Viktor Pendrake	28 / 1
SK	Sword Knights (8)	74 / 3
SO SB	Sword Knight Officer & Standard Bearer	27 / 0
FI	Fiona the Black	63 / 5
MA	Mariner	110 / 3
AC RI	Alexia Ciannor & Risen	52 / 1
AA	Alten Ashley, Monster Hunter	32 / 1
DB	Anastasia di Bray	23 / 1
GR	Bosun Grogspar	26 / 1
DK	Doc Killingsworth	19 / 1
EY	Eiryss, Angel of Retribution	38 / 1
HK	First Mate Hawk	30 / 1
GU	Gudrun the Wanderer	37 / 1
RB	Lord Rockbottom, Expedition Financier	21 / 1
PI	Rupert Carvolo, Piper of Ord	22 / 1
AI MH	Lady Aiyana and Master Holt	43 / 2
PG	Press Gangers (8)	67 / 2
SD	Sea Dogs (6)	59 / 2
	Total	**994 / 38**

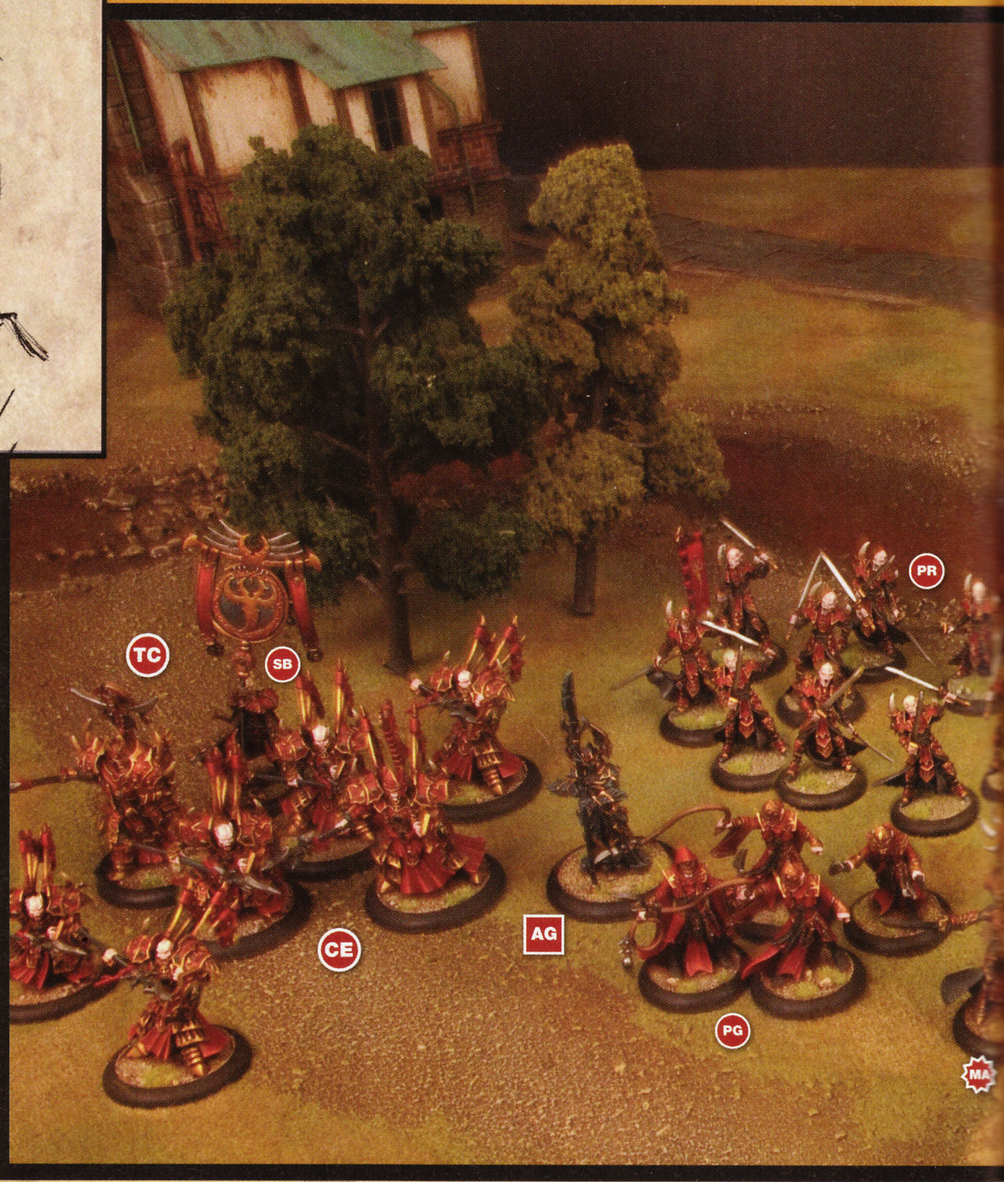


Since I have every intention of entrenching on the center point, along with a well-documented love of pirates, I took a group of die-hard privateers to hold strong. Fiona, her Mariner, the Sea Dogs, Press Gang, and their support solos will be used to make a wall of models that are tough on 4+, and cannot be knocked down, as well as being extremely vicious in close combat.

Alexia will deploy to the west so she can lightly threaten the other mosh pit, as well as hold my flank. The Piper of Ord, Aiyana & Holt, and Viktor Pendrake will provide the toolbox my force will need to keep my army fighting strong. Epic Eiryss will deal with any pesky upkeep spells Rob may deploy while Alten Ashley targets Rob's beasts on the approach. Finally rounding out the team are Anastasia Di Bray and Gudrun the Wanderer, who will be used for board control, and to ensure that I make it to the center mosh pit first.

Skorne

Rob Stoddard



Rob's Troop Selection

With three 10" Mosh Pits, a 6' x 4' table and a river of difficult and impassable terrain, not to mention facing off against a former National Champion in Adam Poirier, I knew this would be more then your typical battle.

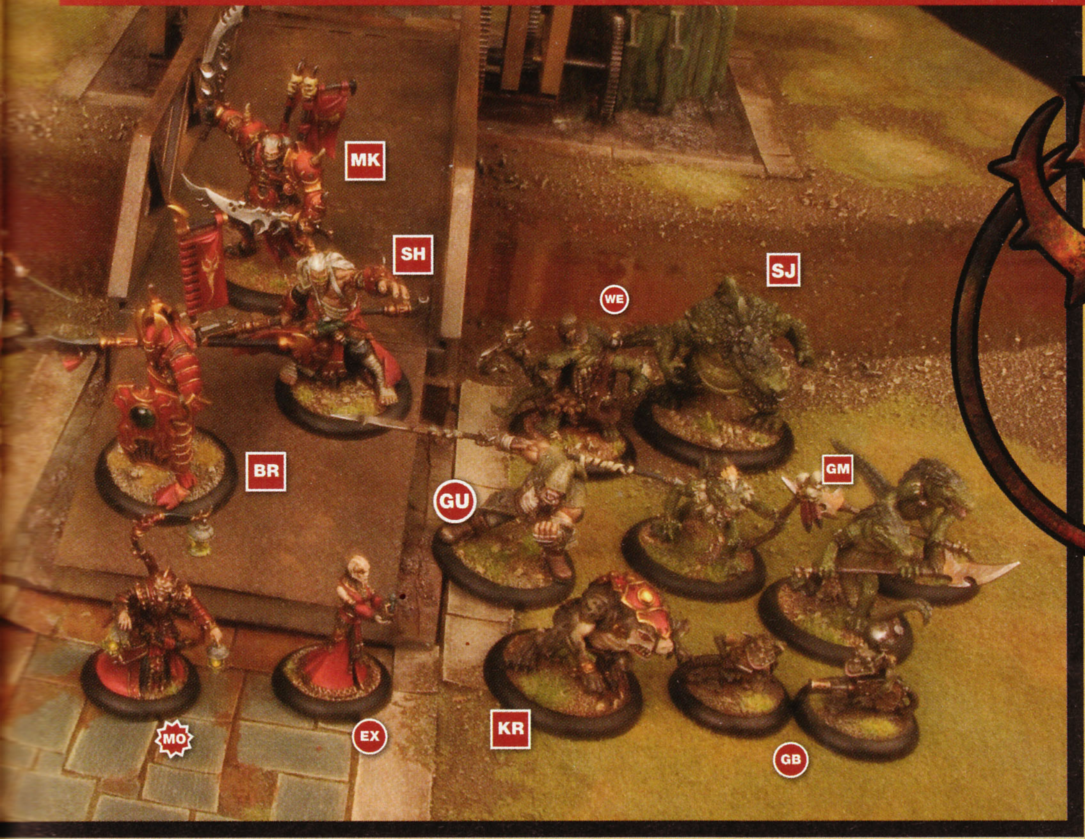
For the mobility that Road to War and Fortification present and the survival in the form of her feat, I chose Supreme Archdomina Makeda as my first warlock. On more then one occasion I probably would have selected Hexeris as my second warlock, however I was convinced Adam would have created a perfect counter for my unusual tactics with him so I decided on a wild card and went with Mordikaar. His spell list has a variety of very useful tricks that I felt would lend themselves perfectly to this particular game.

For my warbeasts, Molik Karn was a nature choice due to his power and affinity with Makeda. I honestly expected more shooting from Adam's Cygnar army and chose a Basilisk Krea to increase my DEF and ARM against ranged attacks when needed. With the Cyclops Shaman's natural higher DEF against ranged and magic attacks coupled with its animus that can knock out enemy upkeep spells I had to include one. Lastly I went with a Cyclops Brute for it's high ARM and Safeguard animus.

Praetorians are always hard not to include in a standard Skorne army for me, especially hard when they are Supreme Archdomina Makeda's elite cadre. The Cataphract Cetrati were included to take one of the mosh pits and with their high ARM and wounds weather the storm that would be thrown at them. The Tyrant Commander and Standard Bearer were necessary for the ability to grant Pathfinder to a Skorne unit, they'd help mitigate crossing the river. Paingiver Beast Handlers should always be in a Skorne army, the ability to heal your warbeasts as well as push them beyond normal limits and remove the excess fury should never be underestimated. My last unit the Swamp Gobbers Bellows Crew was included to limit the angles of Adam's attacks and his potential firing lines.

Rob's Skorne Army

	Model/Unit	**Points/VP**			
MA	Supreme Archdomina Makeda	77 / 5	CE	Cataphract Cetrati (6)	92/3
MO	Void Seer Mordikaar	64/5	PG	Paingiver Beast Handlers (4)	36/2
MK	Molik Karn	131 / 4	AG	Ancestral Guardian	28/1
SH	Cyclops Shaman	68/2	EX	Extoller Soulward	26/1
BR	Cyclops Brute	67/2	SJ WE	Wrong Eye & Snapjaw	103/4 (1/3)
KR	Basilisk Krea	64/2	GU	Gudrun the Wanderer	37/1
TC	Tyrant Commander		GM	Gatormen Posse (3)	71/2
SB	& Standard Bearer	35/2	GB	Swamp Gobber Bellows Crew	15/1
PR	Praetorians (10)	85/2		**Total**	**999/39**



As for solos, in a battle I fully expected lots of casualties an Ancestral Guardian seemed like a natural choice. The Extoller Soulward was the perfect model to include for countering the possibility of Trenchers and Gudrun can just be plain hard to kill at times.

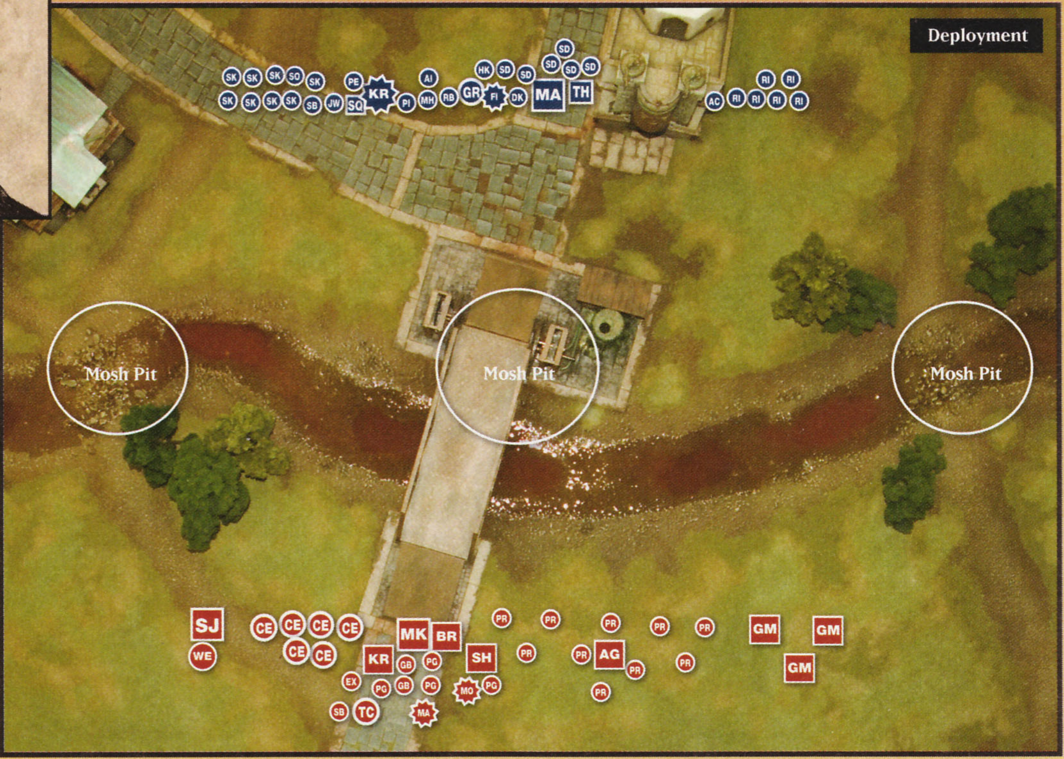
To counter the river itself I decided on a small amphibious contingent, bringing a minimum Gatorman Posse unit along side Wrong Eye & Snapjaw, they'd be able to cross the river at will turning them into serious threats that would have to be countered.

I knew if I positioned things correctly I would be able to sneak a few things across the river and pull a few surprises Adam wouldn't expect.

CYGNAR/MERCS

Adam Poirier

Deployment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With the help of Intelligence from both Anastasia and Kraye, I won the starting roll and decided to deploy first as well as take the first turn. Rob brought a really solid Skorne list that would be able to both hit hard and have the staying power to hold points well. Bearing that in mind, I stuck to my initial plan of setting up to for the privateers to take the center mosh pit and the Cygnar forces to cover the east side pit. The support units will straddle between these two main battle lines as they are needed. Alexia has been deployed to hold my left flank between the Church and the gatehouse.

Skorne

Rob Stoddard

Skorne Deployment

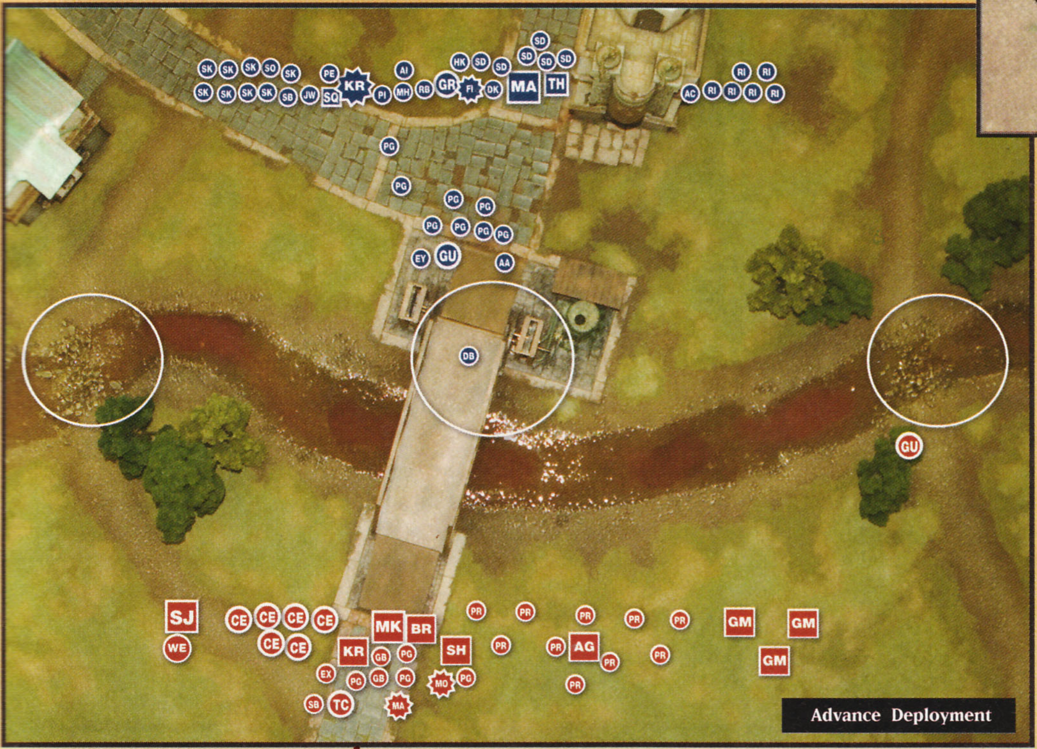
After seeing Adam's deployment it appeared that he would focus primarily on the center and west Mosh Pits leaving the east one for me, or at least that is what he wanted me to think. With this in mind I knew I'd need to send a formidable contingent to both flanks as the center would be the most difficult pit for me to control. I settled on the Cataphract Cetratii, backed by Wrong Eye and Snapjaw for the west and the Praetorians and Gatormen Posse for the east. With everything else deployed at my end of the bridge Adam couldn't be certain where I would push until after my first turn. It also allowed me to make the most of Road to War and move the Tyrant Commander to which ever flank he would be most needed on.

CYGNAR/MERCS

Adam Poirier

Advance Deployment

After seeing where Rob had deployed his force, I deployed Alten so he could immediately start hunting Molik Karn. Eiryss took up a central position so she could respond as needed.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Advance Deployment

The Press Gang deployed to immediately take the center pit and be the frontline defense. Anastasia and Gudrun Deployed to run straight down the center of the bridge and serve as a distraction and speed-bump.

Skorne

Rob Stoddard

Advance Deployment

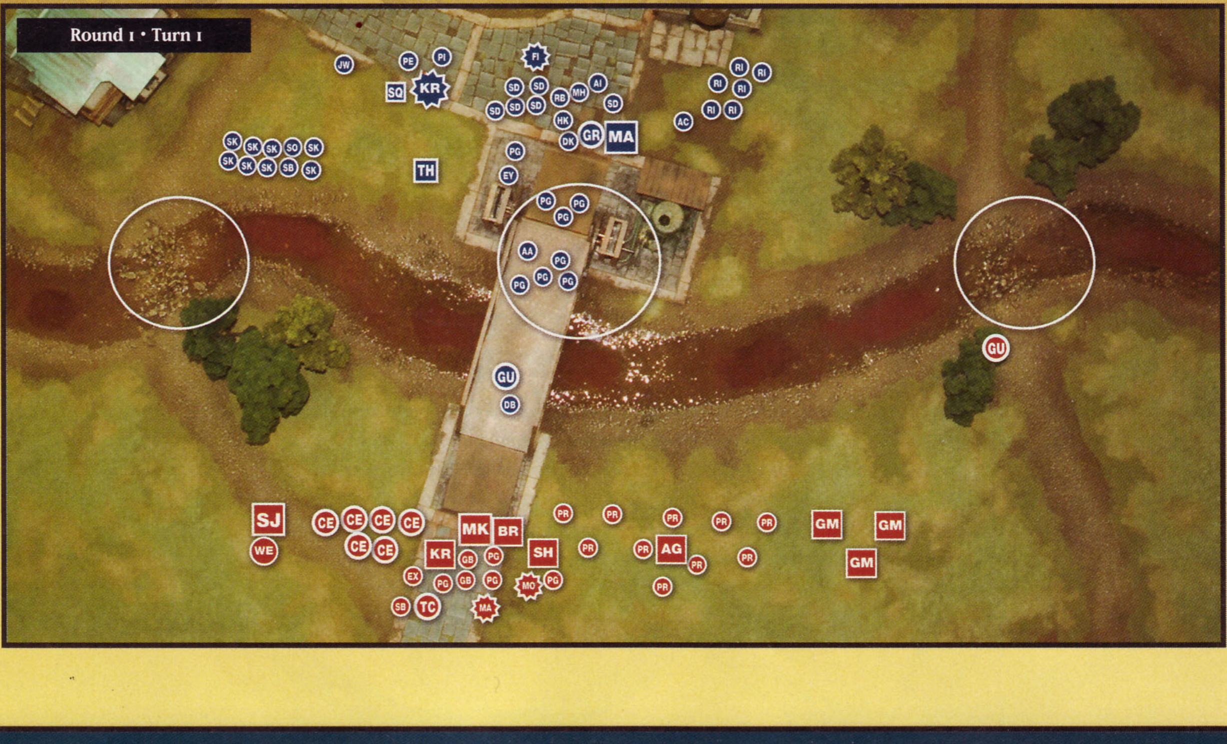
With Gudrun as my only advance deploy model, his placement was crucial. After all of Adam's placement, it was clear to me that Gudrun would be most effective supporting my right flank. He'd be able to swiftly cross the river and threaten any enemies closing on that objective.

CYGNAR/MERCS

Adam Poirier

Round 1 • Turn 1

And the game is on! This turn was dedicated to getting everyone into position ASAP, as well as getting my upkeep spells up and running. Anastasia began the turn by sneaking up the bridge and turning invisible, while Gudrun came bellowing up behind her after receiving a Telgesh Mark from Fiona the Black to help hold the bridge. Fiona cast Nonokrion Brand on Kraye, and Roth's Mercy on her Sea Dog Cultists before advancing. The Press Gang received Dirge of Mists from the Piper and Arcane Shield from the Journeyman, before running up the bridge with their buffed DEF 14, ARM 15. The Mariner and the rest of the pirate support units ran to ensure the Press Gang retained their 4+ tough. The Sword Knights ran to close in on the west flank, while Kraye cast Full Tilt on Thorn before they both advance to better positioning. Alexia and the support units close in behind the main force to help bolster the line. Last, after advancing up the bridge, Alten leveled Bucking Jenny at Molik Karn and boxed out the beast's Spirit, ending the turn on a bang.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Skorne

Rob Stoddard

Round 1 • Turn 2

My first turn was going to be a lot of maneuvering for future turns and hopefully the removal of a speed bump or two.

With an invisible Anastasia, backed by Gundrun sitting squarely in the middle of the bridge to slow me down I had to take them out quickly. Obviously I wouldn't be able to remove Gudrun entirely until the second turn but I had to make sure that he wouldn't last beyond that.

The first trick was to circumvent Anastasia's increased DEF due to invisibility. I moved my Krea into position on the end of the bridge and hit Gudrun with Paralytic Field, knocking his DEF down while catching Anastasia in the area as well. After the Extoller Soulward used Guidence, granting Ghost Sight to Mordikaar and the ability to ignore invisibility I took aim with a Death Blast on Anastasia, rendering her to ash. I also took the opportunity to hit Gudrun with Doom Mark, hoping that the addition dice on subsequent attacks would bring him down. My Cyclops Shaman then targeted Gudrun with an Evil Eye dealing a decent amount of damage but he was still standing which forced me to send in my Brute to land the last few points this turn. I was too worried about the retaliation Gudrun would bring next turn, as he'd be affected by the Evil Eye's Lingering Curse and suffer -2 to his attack rolls.

Since Adam took out all of Karn's Spirit it was imperative that I heal him. I repositioned Makeda so I could affect my entire army with Road to War and then healed Karn 2 points, leaving Makeda with a single Fury point, just in case Adam had a trick up his sleeve.

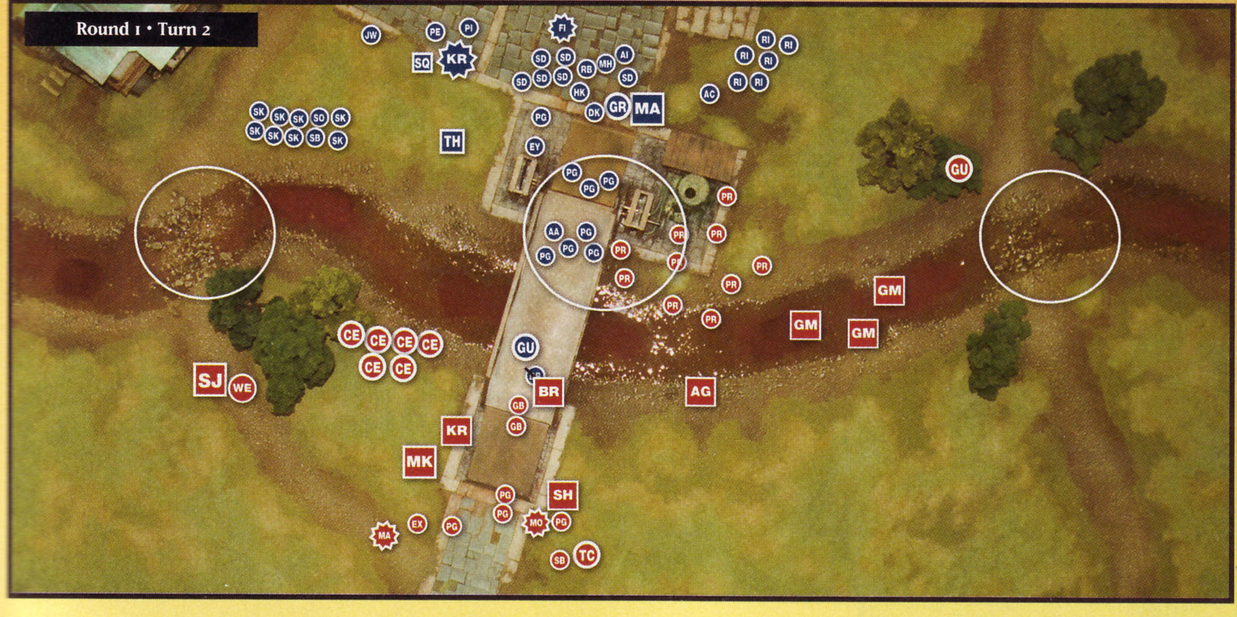
My Cetrati pressed forward in Shield Wall to weather any fire and so they could cross the river next turn.

With the Cetratii in place I needed to get my Praetorians across the river as fast as possible. I moved the Tyrant over and utilized his Battle Master ability, granting them Pathfinder. This combined with Road to War allowed them to rush across the river forge as if it didn't even exist.

I repositioned Karn and had the Paingivers heal him a few points, next I moved my Gobber Bellows Crew up and placed a cloud right in the middle of the bridge, this would also affect Gudrun's upcoming attack rolls and help eliminate a few of Adam's fire lines.

Wrong Eye and Snapjaw head towards the left mosh pit and submerge themselves just as a precaution.

Lastly, I moved my Gatormen into the river and advanced Gudrun into the woods next to the east mosh pit.



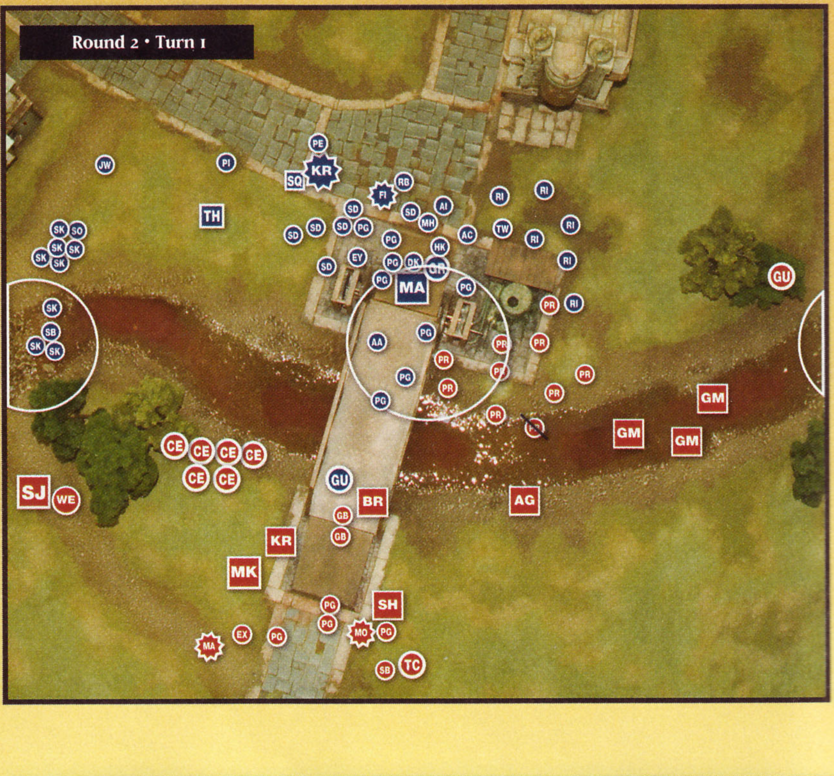
CYGNAR/MERCS

Adam Poirier

Round 2 • Turn 1

So, that was a fun way to lose Anastasia. At least Anastasia and Gudrun nobly played their parts in the larger plan, and Gudrun may have gone down but he certainly is not out. Kraye begins to tap into the Reserve Accumulator on the Squire, while upkeeping Full Tilt on Thorn. Fiona upkeeps all 3 of her spells and passes off a focus to the Mariner.

The Piper plays his Heroic Call to inspire Tough in the Sword Knights. As the Sword Knights commit themselves to being on the receiving end of combat, they advance in a formation that will both allow them to benefit from Defensive Line as well as spacing out so they are able to counter attack. Thorn closes in on the Cataphract, allowing Kraye to hit the unit with both Arcane Barrage and Hot Pursuit, before its Reaction Drive kicks on and allows him to fall back. The Mariner and the Journeyman both proceed to miss with their shots as they move to support their respective units. The Sea Dogs, Press Gang, their pirate support and Pendrake advance oroung and on the bridge to prepare for next turns counter attack. Fiona casts Nonokrion Brand on the Mariner, then proceeds to fire a few Discords through Gurdun onto the Certatii, but did not manage anything beyond scratching paint off their armor. Alexia and the Risen proceed to cover the flank as she crafts a Risen into a Thrall Warrior. After watching the ineffectiveness of Invisibility against Rob's force, Aiyana uses the Glyph of Nyrro to dampen magic around her. Alten fires from the bridge and kills the leader of the Praetorian unit, who allowed another Risen to rise from the ground. The bloodied, Berserk, and choking on Swamp Gobber Gas Gudrun waded into combat swinging wildly, but was unable to connect with an attack. He proceeded to drunkenly resolve himself to his final moments, knowing he had locked Rob's Brute on the bridge for later cleanup.



Skorne

Rob Stoddard

Round 2 • Turn 2

With Adam committing his Sword Knights to the west mosh pit I had to decide whether the Cetrati would be charging across the forge or go directly for the pit to intercept the Sword Knights. I decided on the latter as crossing the river so quickly would place the Cetrati vulnerable from too many angles, however a few events had to take place before they could advance.

With speed and movement still a very important factor I positioned Makeda so the Road to War I cast caught the Praetorians, the Cetratii, and all the other models in the vicinity of the bridge. The forest in between the Cetrati and the pit no longer posed a problem after the Tyrant Commander moved into position and granted them Pathfinder. While in Shield Wall the Cetrati advanced through the woods, with half of the unit in the pit they knocked down a few Sword Knights that decide it's better to be tough than smart.

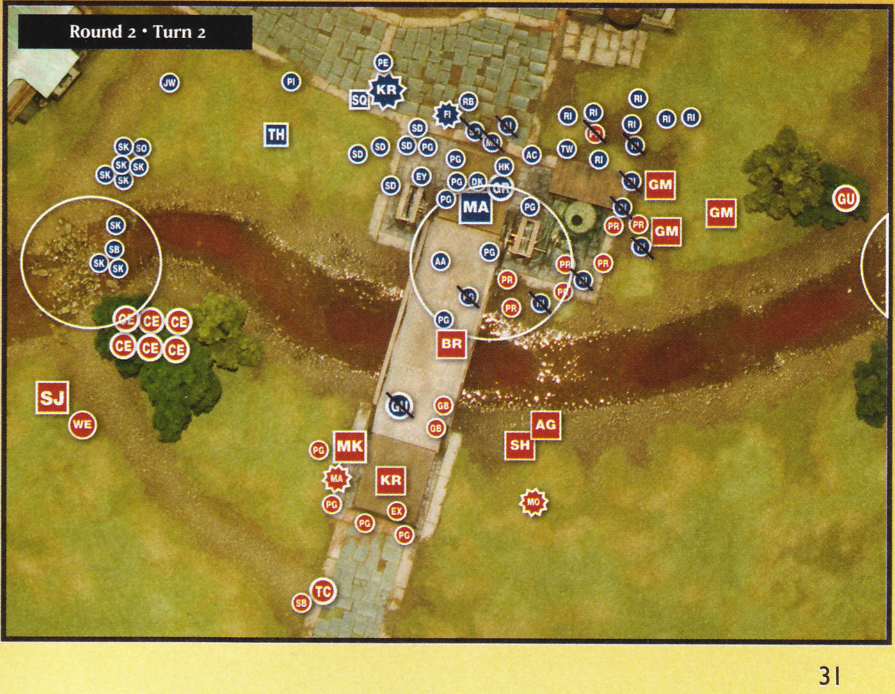
As Adam celebrated the death of my Praetorian leader last turn, little did he know he inadvertently opened the door for Mordikaar, but first I would have to deal with the Risen that were engaging my Praetorians. With three attacks each my Gatormen were perfectly suited to move in and destroy the Risen that were blocking my Praetorians path. With the Praetorians path clear they advance to close around Alexia, I take a calculated risk and suffer a free strike from a Risen killing my lead Praetorian, the subsequent Risen impedes they rest of the unit's advance but still allows me to utilize the true intention of the unit's move.

Molik Karn charges Gudrun and shreds the Ogurn in to a fine red mist, removing his drunken carcass once and for all. The Krea moves into a better position and uses Paralytic Aura, increasing the DEF and ARM of nearby friendly models versus ranged attacks. The Paingivers once again move in and heal Molik Karn a couple of points.

Utilizing its Primal Magic the Shaman casts Safeguard on Mordikaar. Mordiakaar moves into position to complete the combination the Praetorians set-up and casts Spirit in Amber. This allowed me to place the Praetorian I lost to the free strike in an opportune location for Essence Blast. I was able to catch a Press Ganger, Sea Dog, Hawk, Grogspar, Alexia, as well as Aiyanna and Holt in the spray. With their potential for disruption I decided the best thing to do was boost my attacks against Aiyanna and Holt. Aiyanna was the first to fall, and the numbers suggested that an average damage roll would kill Holt as well, but after seeing how the dice were falling I couldn't take the chance of Holt surviving to seek vengeance, so I boosted the damage roll and took out Holt as well. The Sea Dog also fell to the Essence Blast and Grogspar suffered a point of damage as well, everyone else was unharmed. This move, while rewarding for killing Aiyanna and Holt before they could really take part in the battle left Mordikaar without any fury, something I very rarely do with my warlocks. Without any fury Mordikaar would be unable to transfer damage or utilize the Safeguard the Shaman cast on him earlier, spending that last point of fury was a hard decision.

The Brute charged further onto the bridge engaging Press Gangers, killing one while the other made his tough roll. I needed to take ground on the bridge or else Adam would solidify his position and push forward through the bridge.

Wrong Eye and Snapjaw moved closer to the west mosh pit while submerging once again. While on the opposite side Gudrun remained in the woods, staying close to the east mosh pit.



2,000 Points on a side. One bridge. A whole metric ton of whoopass.

CYGNAR/MERCS

Adam Poirier

Round 3 • Turn 1

Rob's turn was a mixed bag for me. Both Sword Knights making their tough rolls was cool, as was the Risen unit killing a Praetorian with a free strike and using the new member to block the rest of the unit's advance. However, losing Aiyana and Holt definitely incurred my wrath and drew attention to a fury-less Moridkaar.

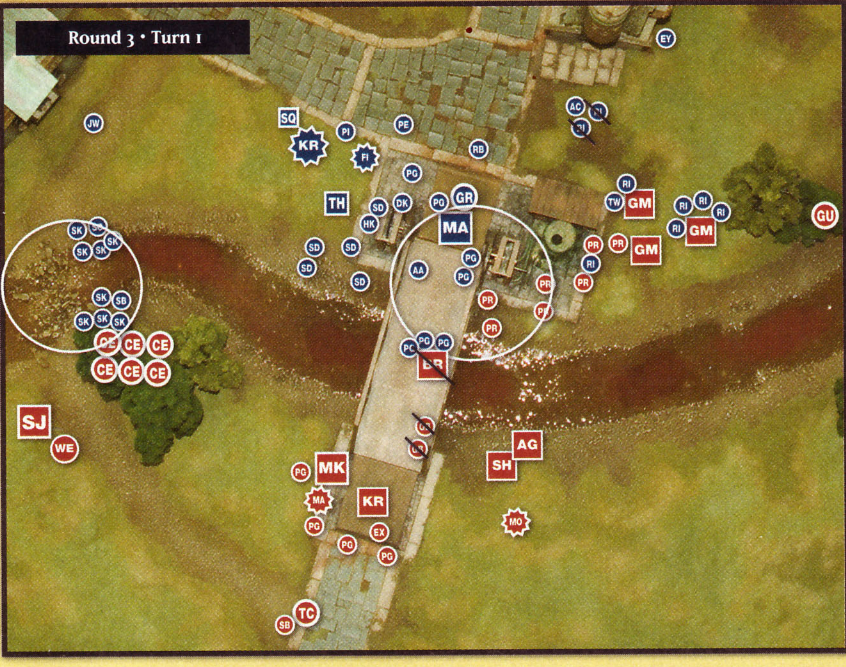
Fiona upkept Roth's Mercy and Nonokrion Brand as well as giving the Mariner two focus. Then Kraye drew his second focus from the Squire, using his arcane abilities to give Thorn a focus point and upkeep Full Tilt.

The Sword Knights piled in the mosh pit to the west and continued the fight against the Cetrati. The Journeyman moved up as well, in anticipation of Wrong Eye and Snapjaw. Thorn then darted toward the bridge and allowed Kraye to Arcane Barrage the Swamp Gobbers that had been blocking my line of sight all game before they both eall back.

On the mosh pit to the east, I felt the end of the game encroaching. Eiryss ran to a position in range of the pit next turn, while Alexia and the Risen attempted to tie up Rob's flanking forces. Alexia cast Paralytic Fear at the Gatormen Bokor and brought him down to 2 HP. Unfortunately, the proximity of the wounded Bosun Grogspar allowed them to have leadership 10 and pass their check.

Moving over to the center most pit, the battle on the bridge really heated up. To kick things off and take full advantage of Mordikaar being without fury, the Mariner stood still and aimed his ship gun. The shot hit home and scored 10 points on Mordikaar. Boom! Yummy!

Then it was time to address the Cyclops Brute and secure the bridge. First the Sea Dogs ran out of the way to clear a lane, and then Fiona cast Telgesh mark on Thorn to turn him into a dual Arc Node. The Piper moved in to play a tune for the Press Gang. Knowing victory is not cheap, Lord Rockbottom paid out coins to the Sea Dogs to be tough and to whip the Press Gang into a Killing Spree. Lending some wise words, Pendrake then informed the Press Gang just where to apply their weapons so they could Dismember the Brute. Hawk then ran Acrobatically through, over, and around the crowd at the back of the bridge so she could get in position to inspire the Press Gang to Show Off for her. With all the buffs stacked onto the Press Gang they made three attacks with hit rolls boosted to hit at a P&S 15 with three dice for damage and four dice on the charge attack. The Press Gang charged into the Brute and beat it into a bloody mess before sliding its carcass off the bridge—and despite their fantastic Showing Off Hawk still seemed unimpressed.



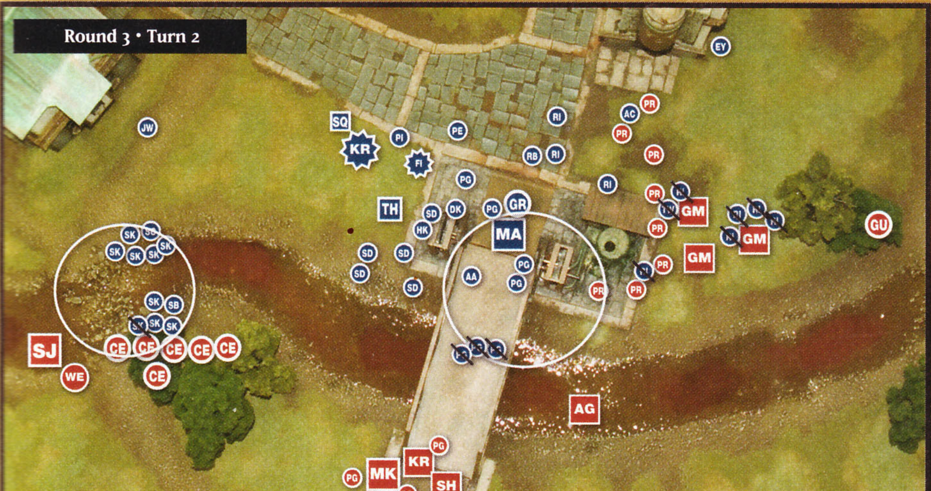
Skorne

Rob Stoddard

Round 3 • Turn 2

I knew that Adam would seize the opportunity to go after Mordikaar while he was without fury. Luckily for me he couldn't bring enough to bear all at once.

With Alexia continuing to bog down the west flank I made another push to take her out once and for all. Since the Gatormen couldn't reach her I moved them in to eliminate the remaining Risen, once again freeing up the Praetorians and stopping any chance of sacrificing the Risen to absorb damage points. Since Karn was still recovering from Alton's first shot, Makeda once again healed a few points and cast Road to War for the Praetorians to reach Alexia. Unfortunately the Praetorians were unable to seal her fate, leaving her with a single point remaining. Press Gangers were holding the center of the bridge, so I moved the Krea up and hit them with Paralytic Field to lower their DEF. It would have been easy to just heal Mordikaar using his fury, but I preferred to take out a few Press Gangers with a well-placed Death Blast, healing one point for each model killed. With one turn remaining for Adam I decided to utilize his feat; Void Wind would help protect my army against the final onslaught Adam would throw at me. The Paingivers healed the last damage on Molik Karn. The Tyrant Commander, along with Worng Eye and Snapjaw, inched closer to the west mosh pit, while the Cetrati managed to wipe out two of the extremely resilient and annoying Sword Knights. Gunrun had been content to guard the east mosh pit and remained close by in the woods.


Round 3 • Turn 2
EY
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CYGNAR/MERCS

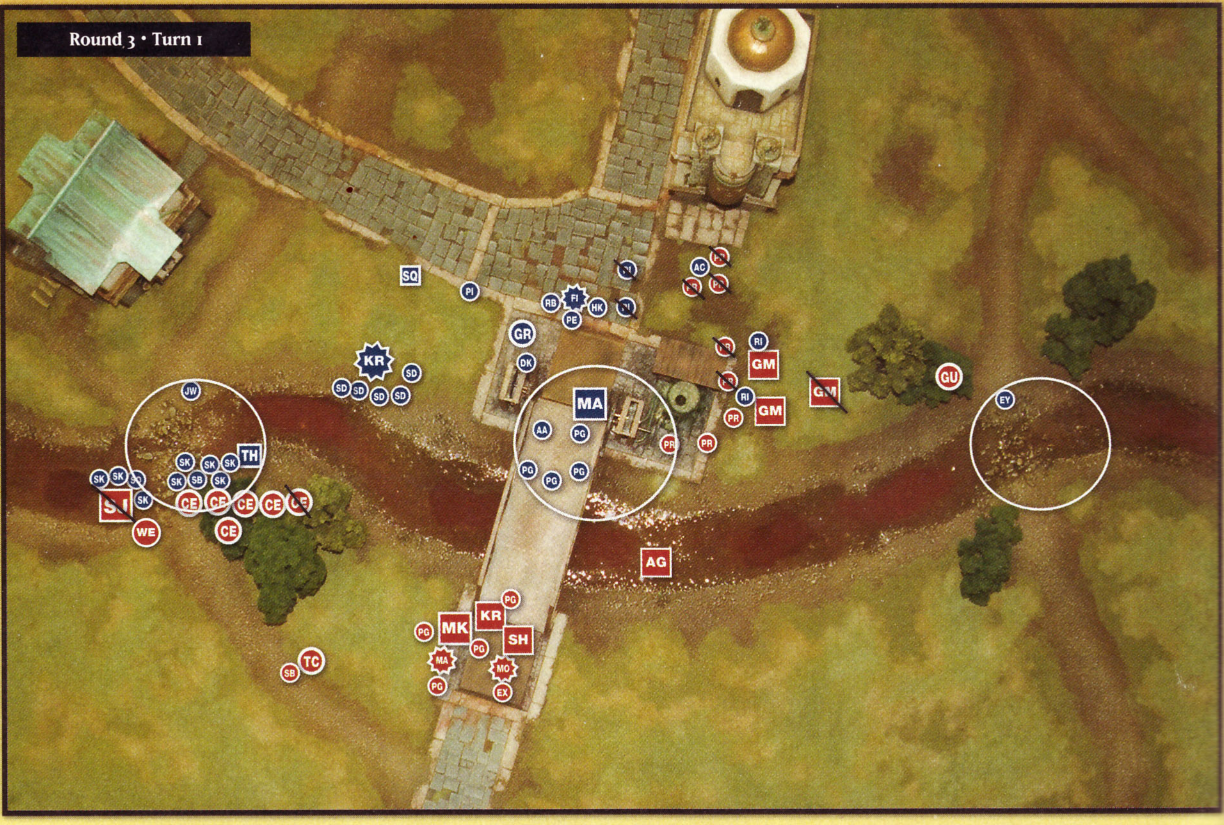
Adam Poirier

Round 4 • Turn 1

This is the last chance I have to close as much damage on Rob's army as possible as well as locking down the pits. Kraye pulled his final focus point out of the Squire and upkept Full Tilt. On the east pit, Kraye rode over to the edge of the river to grant the Sword Knights and Thorn Easy Rider. Then he used his feat to get Thorn ready for combat as well as firing on the Tyrant Commander. Thorn then charged a Cataphract and closed the kill as well as getting into the Mosh Pit. The Piper moved to the flank so he can lend tune for the Sword Knights to be Tough before they stride into combat. The Sword Knights then charged Snapjaw and managed to completely Dismember the beast, as the Journeyman Arcane Shielded them while advancing into the mosh pit.

At the west mosh pit, Eiryss ran into the area to contest the zone, while Alexia continued to hack through Praetorians. Fiona then began her activation by casting Roth's Mercy on the Press Gang, then used Discord to force a Gatorman to eat his unit leader and two Praetorians before using her feat to try and protect as much of the army as possible.

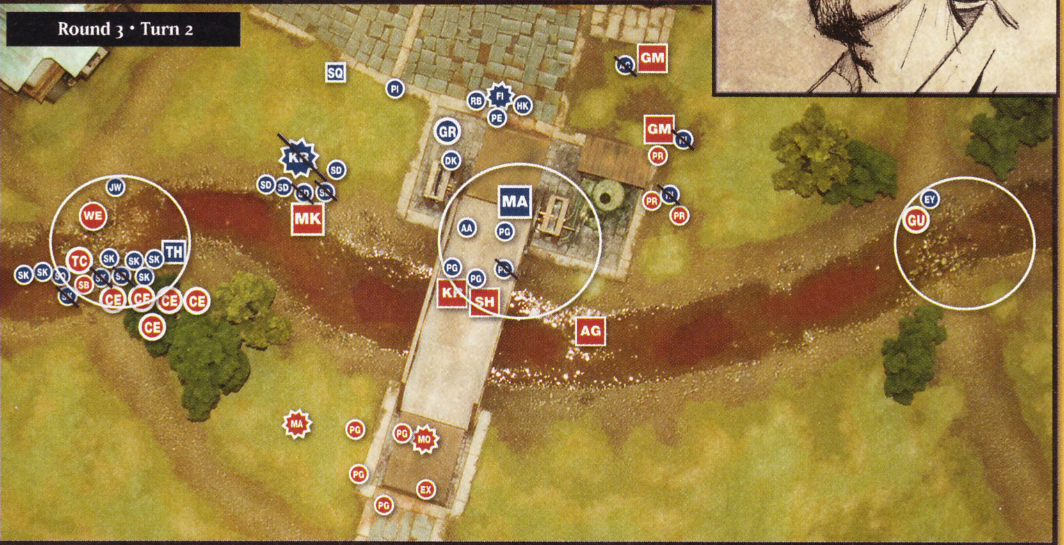
The Press Gang solidified their hold of the center pit as the rest of the pirate solos advanced. Alten took his final shot at the Krea and knocked out its Spirit before the Mariner fired in for eight more points of damage. The turn concluded with the Sea Dogs being paid by Rockbottom to gain Tough before they ran to cover Kraye.



Skorne

Rob Stoddard

Round 4 • Turn 2



The center pit is well out of reach with all those solos in play, and as I predicated it's come down to the flanks. Unfortunately I hadn't counted on Snapjaw being manhandled so convincingly or my Praetorians and Gatormen slugging it out with Risen for as long as they did. The Cetratii moved slightly to the right while taking out a few Sword Knights. This allowed Wrong Eye a small enough window to run into the pit. The Tyrant Commander managed to run into the west pit, but with Thron sitting there Adam was still well ahead.

The Praetorians took out the Risen pinning down the Gatormen, and the Posse finally closed in on Alexia to take her out. The Paingivers fell back to clear room, Enrage Molik Karn, and heal the Krea's spirit. Mordikaar advanced up the bridge Death Blasting Press Gangers and pulling out an Essence Blast. I sacrificed a Cetratus and boosted the attack rolls to kill two of the four Sea Dogs surrounding Kraye. The Krea and Shaman charged into combat, eliminating a few unimportant Press Gangers, Adam kept me out of the middle pit for the entire game, but that wasn't going to stop me from bringing the pain.

With so many moving pieces in my final push I wasn't sure if Adam saw what was about to happen. The Cetrati moving slightly over, allowing Mordikaar to Essence Blast, killing the Sea Dogs blocking Kraye, the Paingivers Enraging Molik Karn: it was all connected, and Makeda would make everything obvious. I cast Leash on Molik Karn and moved Makeda to the left toward the river, dragging Karn along with her. Once in position, I cast Fortification, placing the 5″ template directly over the river and creating the charge lane straight to Kraye. The river was no longer a factor, and the Enraged Molik Karn charged directly into Kraye, eliminating him in a blinding fury of attacks. This made Thorn inert, giving me the advantage in the left pit. And as nothing could be done to wrestle the middle pit from Adam's control, there was only one last chance—my Gundrun. Yes, the Gundrun that had been maintaining his position in the woods throughout the entire game had a chance to singlehandedly steal a vistory for the Skorne. I advanced Gudrun into the east mosh pit and hoped my single attack would be guided by the Skorne ancestors into Eiryss' heart. Unfortunately, Gudrun missed his chance at glory. Adam controlle the center pit, I controlled the left pit, and the two of us shared control of the east pit: a draw.

Conclusion

Adam Says: Well played, sir! I really did not think Kraye was going to go down like that, especially while he was protected by Fiona's feat. Though I was braced for his counter-attack, Rob actually managed to get enough of his models into position to pull out a tie by deactivating Thorn. As a final note, tip of the hat to Rob Hawkins and Ambrose Coddington for providing us with such a cool and unforgiving board and bridge to play on.

Rob Says: At the beginning of this epic battle I never would have imagined it ending as it did. While a draw might not have been ideal, the game itself was still a brutal exchange of punishment, counters, and strategies. The bridge was as difficult to cross as I anticipated it would be which is why I focused on crossing the river at other points unfortunately I wasn't able to fully capitalize on these opportunities and push into the center pit. One full of twists, turns, surprises and "holy crap" moments.

DRAW!

ADVANCED LEVEL TERRAIN

Working Mechanika Drawbridge

by **Ambrose Codington**

When Rob Hawkins contacted me about building a working mechanika drawbridge, at first I thought it was going to be built into a board section or some other piece. That sounded great, but he came back with, "We need it modular, so create it on a flat base, okay?" That increased the difficulty of the piece considerably. After brainstorming how to cram all the necessary mechanisms onto a flat board with nowhere to hide things, I set to work.

Note from the Editor: We were utterly blown away with the great terrain piece Ambrose put together for us. To see the mechanika drawbridge in play, read the Battle Report on page 20. To see the bridge in action,go to ***www.privateerpress.com/noquarter!***

What You'll Need:

The following is a list of recommended materials. Sizes are not listed, as just about any size will work. You may need to experiment to get everything working perfectly.

- Square brass tubing
- Rectangular brass box tubing
- Selection of round brass tubing sizes that nest well
- 5/32″ brass rod
- A selection of gears, preferably with an "Iron Kingdoms" look
- Plastic I-beams of various sizes
- Diamond plate plasticard (an 8-1/2″ x 11″ sheet will be enough)
- 1/16″ plasticard
- A selection of plastic angle pieces
- A selection of plastic box tubes
- 1/32″ plasticard "metal roofing"
- 1/8″ Masonite or hard board
- Medicine bottle or small bottle
- 1/16″ x 1/2″ balsa wood
- 1/16″ x 1/16″ balsa wood
- Thin card

Glues, Adhesives, Putties

- Formula P3 Modeling Putty
- Formula P3 Super Glue
- Plaster of Paris
- Wood glue
- Plastic glue
- Two-part mold-making medium to cast copies of your gears, if needed
- Two-part casting material to cast copies of your gears, if needed

Electrical Supplies

- Battery bracket that will hold 6 AA batteries
- Low voltage wire
- 12v DC motor from a model train turntable power source
- 2 Double-pole single-throw micro switches
- 1 Double-pole double-throw switch

Tools You'll Need:

- Formula P3 Brushes
- Formula P3 Sculpting Tools
- 0.5mm mechanical pencil
- Leather punch with multiple punch sizes
- Needle-nose pliers
- Clamps of various sizes
- Soldering iron
- Lead-free solder and flux
- Needle files
- Bastard-cut flat files
- Sandpaper
- Disk sander and belt sander. (You can use a sanding block instead, but the work will take considerably longer.)
- Hacksaw
- Scroll saw. (You can use a jeweler's harp saw instead, but the work will take considerably longer.)
- Power drill
- Dremel® rotary tool
- Micro drill bits
- Standard drill bits
- Dremel cut-off wheels
- Combo square
- Compass
- Straight edge
- 1″ paintbrushes

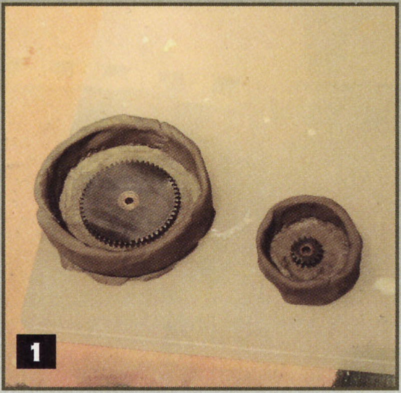
What You'll Need:

🟥 Khador Red Base
🟨 Sulfuric Yellow
🟫 Umbral Umber
⬛ Thamar Black
⬜ Morrow White
▨ Armor Wash
▨ Pig Iron
▨ Quick Silver
▨ Solid Gold
▨ Blighted Gold
🟩 Green Ink
🟩 Turquoise Ink

GENERAL SAFETY NOTICE:

Always wear eye protection and operate power tools in the safe and recommended fashion. When using knives, cut away from yourself. When using noxious chemicals, be sure the room has adequate ventilation.

Assembly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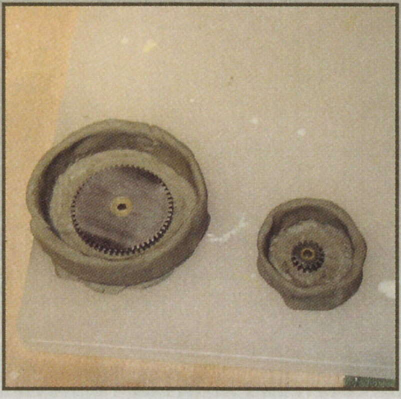
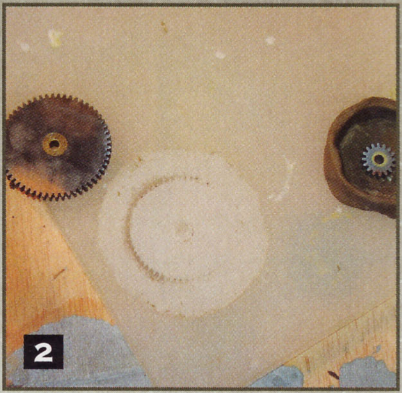
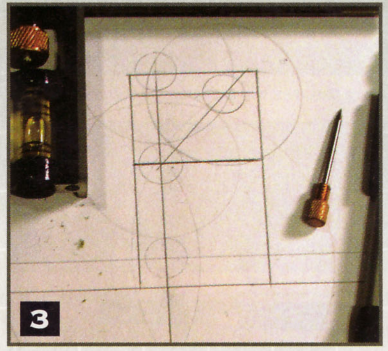



2

Step 1) Cast the gears. Cast copies of your gears if you do not have enough. You will need six small gears, five medium gears, and two large gears. Several companies supply mold-making material as well as casting material. The gears will see a decent amount of wear, so be sure to purchase casting material that is relatively hard.

Step 2) Plan the gearing. Your bridge will need enough mechanical advantage to work, so you will need to plot out how the gears will mesh with each other. Reduce the gearing from medium to small, then medium to small, then medium to small to large.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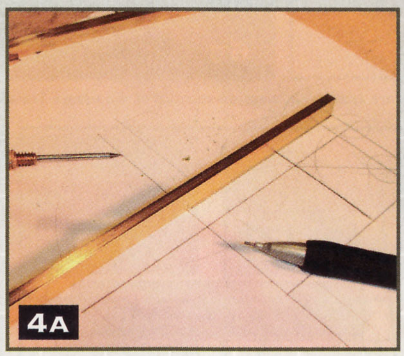
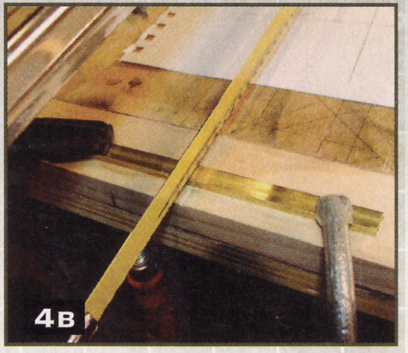
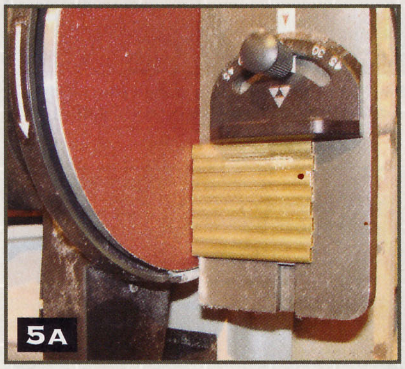

4A


4B

Step 3) Sketch the frame. Sketch the outline of the brass box tube frame by drawing a rectangle around the entire gearing.

Step 4) Measure and cut the frame. Measure and cut the pieces for the rectangular brass box.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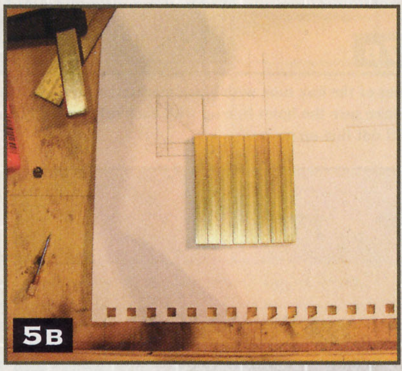
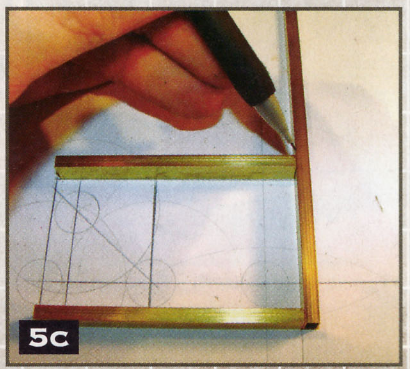
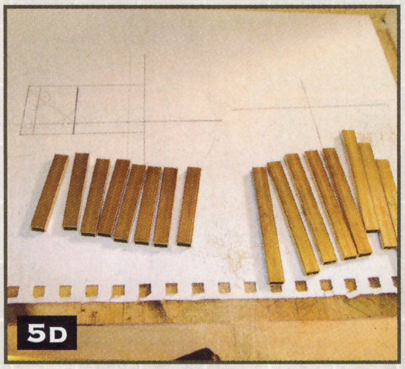
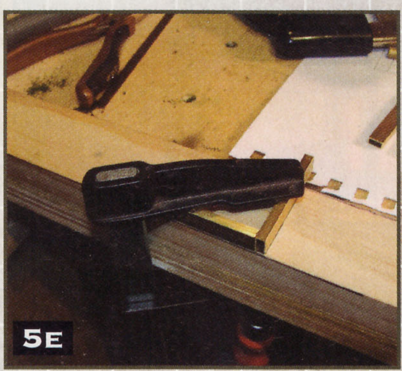
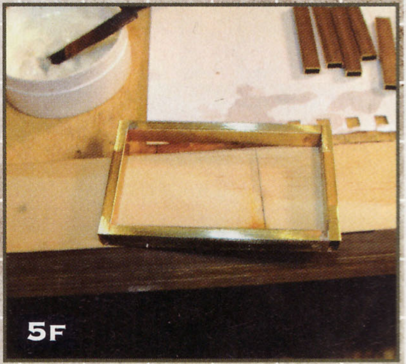

5B

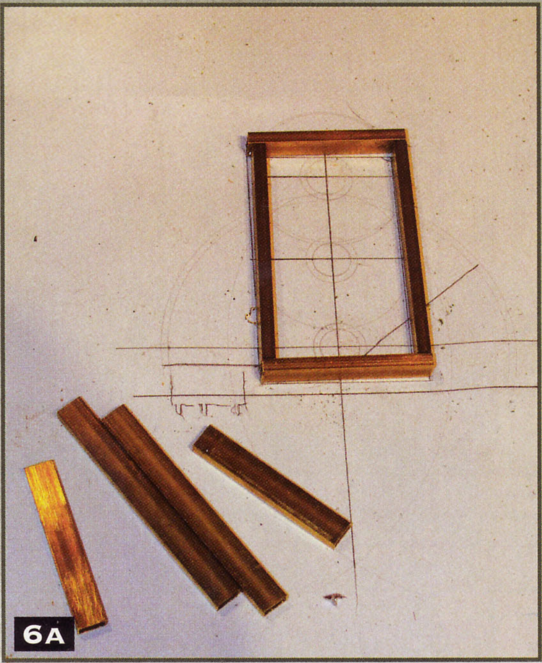

5C


5D


5E


5F

Step 5) Prep and solder the box pieces. Once all the pieces are cut, sand them so they are the same length. Scuff the ends where the pieces will be soldered together. Clamp the pieces in place, making sure they are square, and solder them together.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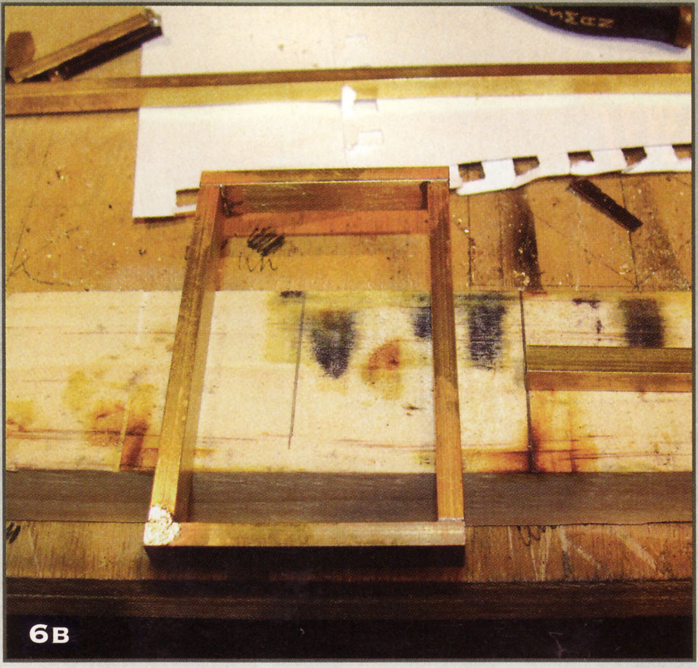
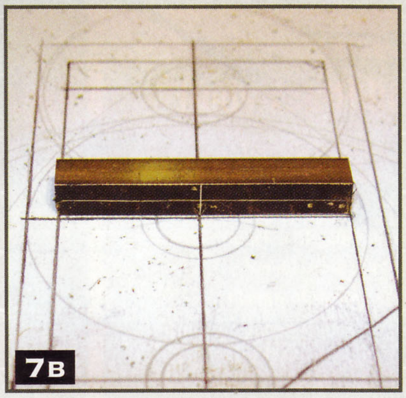
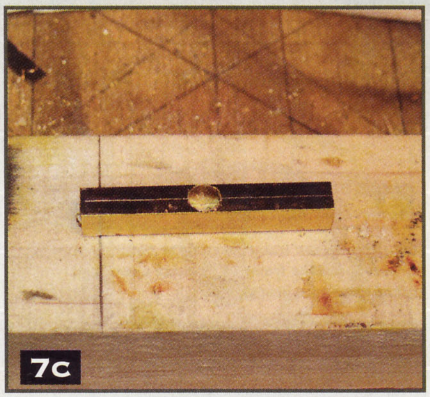

6B

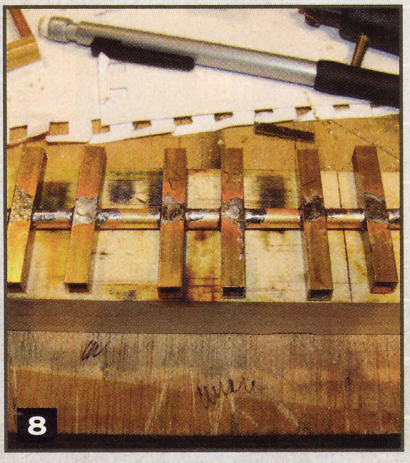
Step 6) Assemble the box frame. Once the rectangle pieces are assembled, measure sections of the square brass box tube so that they will fit inside the rectangle.

7A

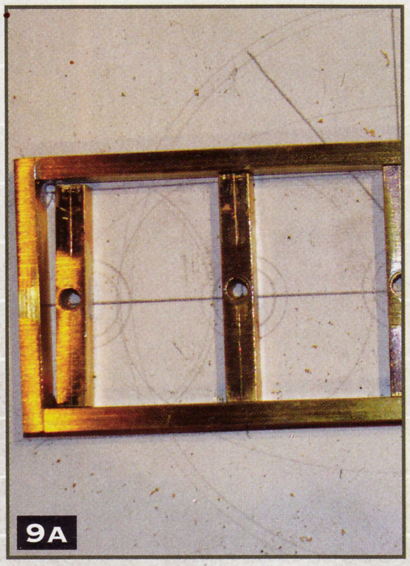

7B

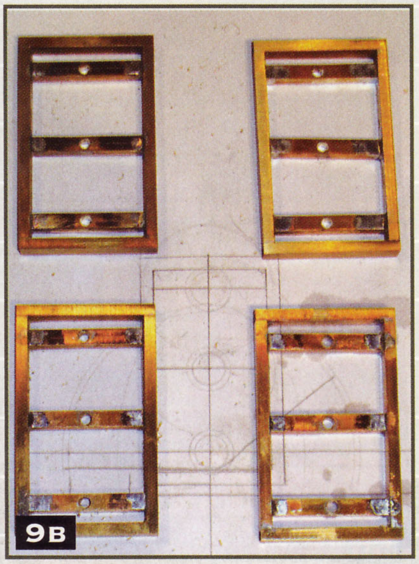

7C

Step 7) Align and drill the box tubes. Cover two opposite sides of the box tube with black marker and draw a line down the center of the piece. Using a power drill, you will need to drill a hole on each side of the box tube. Make sure the holes line up with each other exactly, then drill one hole at a time. Do not try to drill all the way through from one side to the other, as the holes will not line up properly.

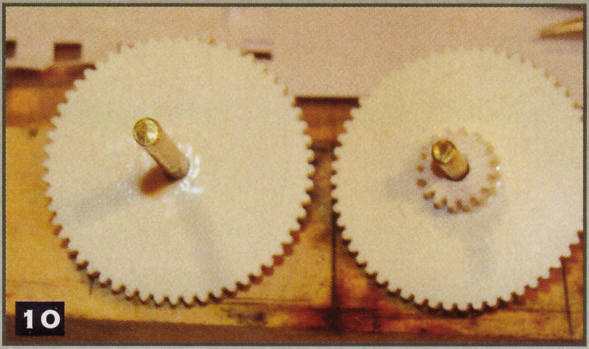

8

Step 8) Solder square tube pieces to the brass tube. Slide several pieces of square tube over a piece of brass tube. (This brass tube will be fit to your solid brass rod piece.) I chose to do six pieces of square tube at once to ensure the brass box tube section remained square during soldering. Solder the pieces to the tube, cut them off, and sand the brass tube flush.

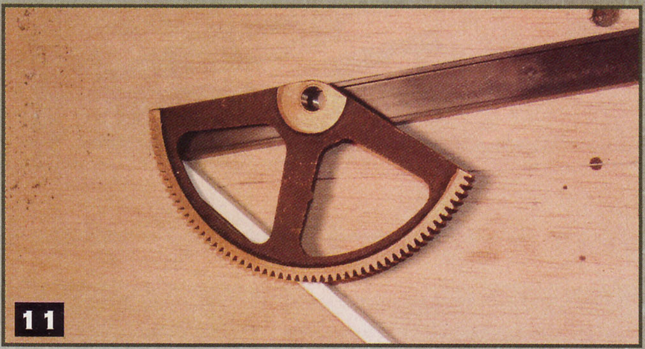

9A


9B

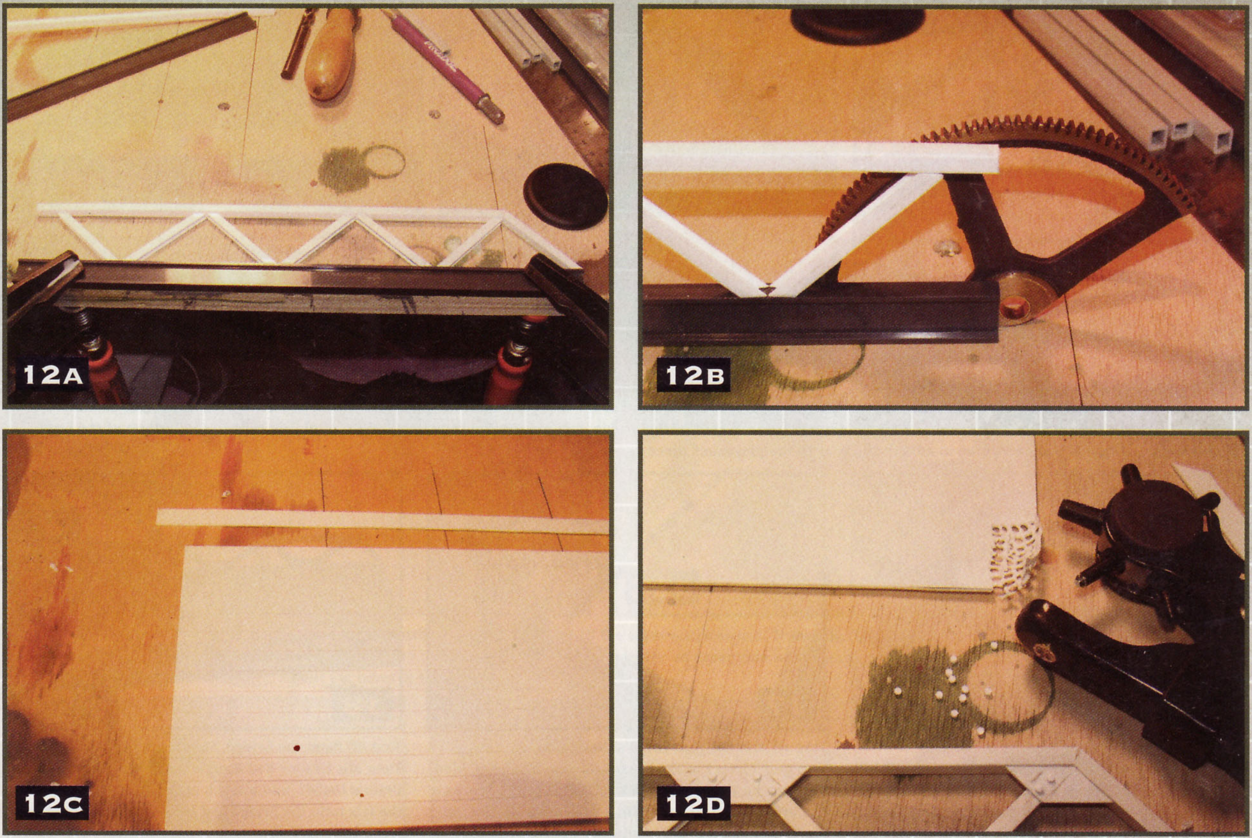
Step 9) Solder brass box tube sections. Lay the brass box tube sections and the rectangle piece over the drawing to locate where the pieces need to go. Solder them in place. Complete four sections.


10

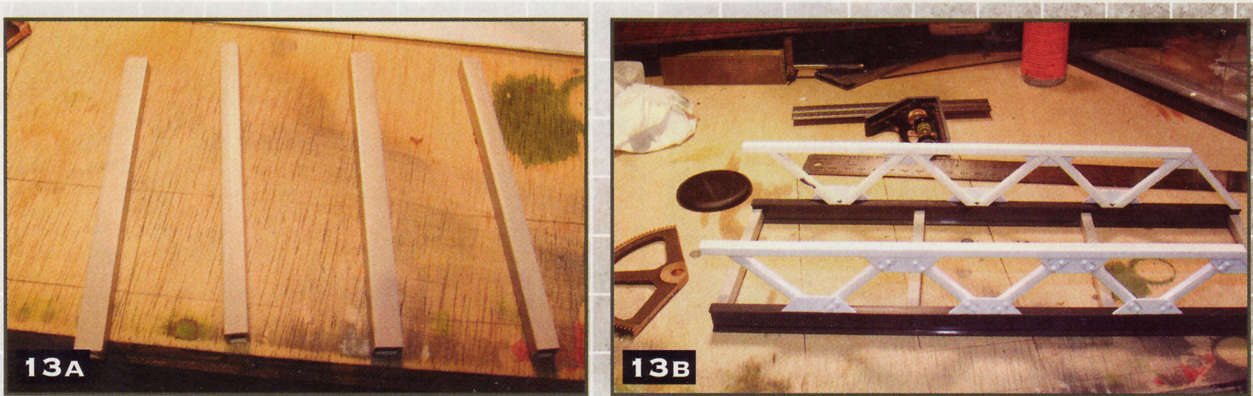
Step 10) Glue gears onto brass rods. Cut four sections of brass rod. The first two should be about 1-1/2" long. The last two should be about 2" long. Glue a medium gear in the center of each 2" piece. Glue a small and medium gear to the center of each 1-1/2" piece.


11

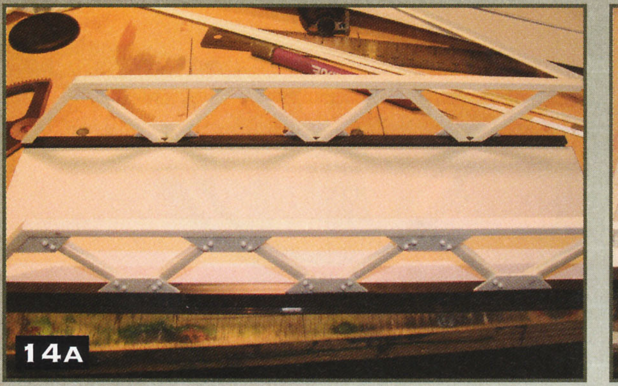
Step 11) Prep large gears. Cut the large gears so that only 2/5 of the full radius remains. Lay one leg over a piece of large plastic I-beam. Use a small piece of I-beam to figure out the height of the bridge rail.



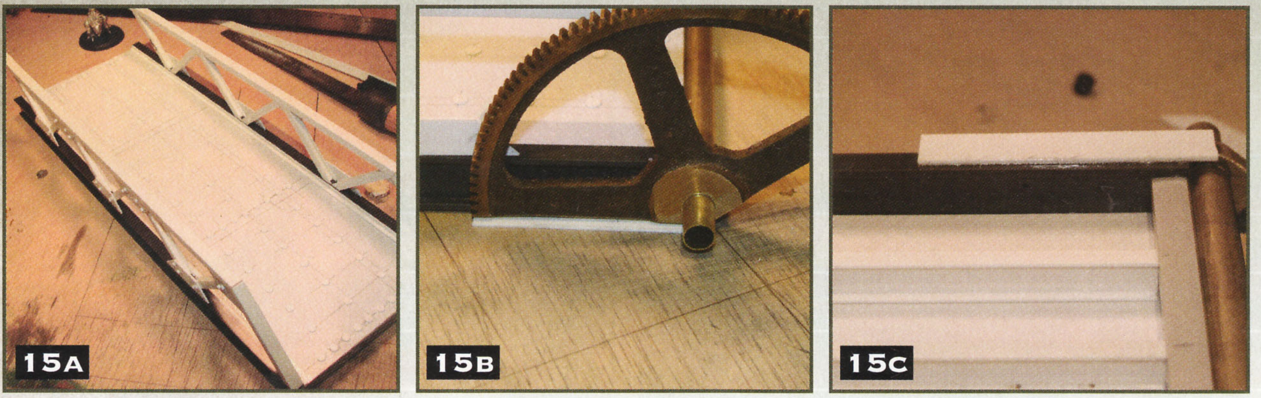
Step 12) Prepare and rivet angle braces. Clamp the large I-beam to the bench. Lay out and glue the smaller I-beam sections in 45-degree angles. Make sure the large gear lines up well. Then cut a strip of plasticard about 1/2" wide and lay it over the bridge sections. Glue plasticard strips in place. Use a leather punch to make rivets. Glue four rivets to each angle brace so that two each are placed over the small I-beams.



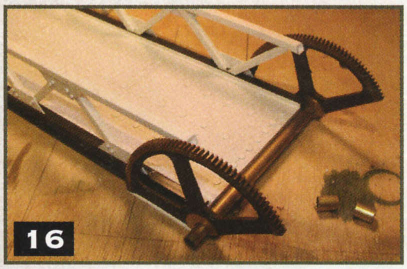
Step 13) Cut and glue bottom bridge braces. Cut four pieces of large plastic box tube for the bottom bridge braces. Glue them evenly between the two bridge rails, with two pieces making up the ends.



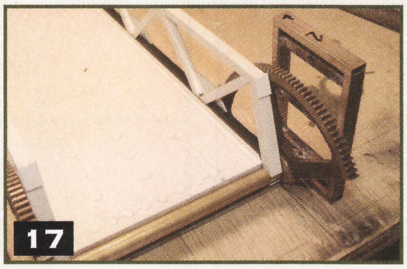
Step 14) Add braces and supports. Cut a piece of diamond plate plastic card and glue it onto the surface of the bridge. Turn the bridge over and glue small I-beams between each square box tube.



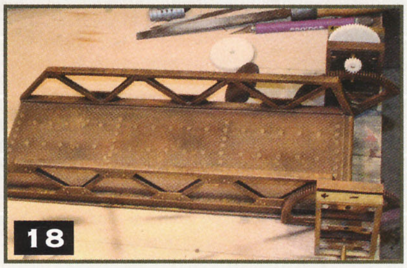
Step 15) Add support for the hinge mechanism. Add small angle bracing along the bed of the bridge to mast the join with the large I-beam. Use super glue to adhere the large gears to a large piece of brass tube. Affix the assembly to the rear of the bridge. Use plastic glue to attach a piece of plastic card to the bottom of the large I-beam under each gear. Use super glue to adhere the gear to the plasticard piece.



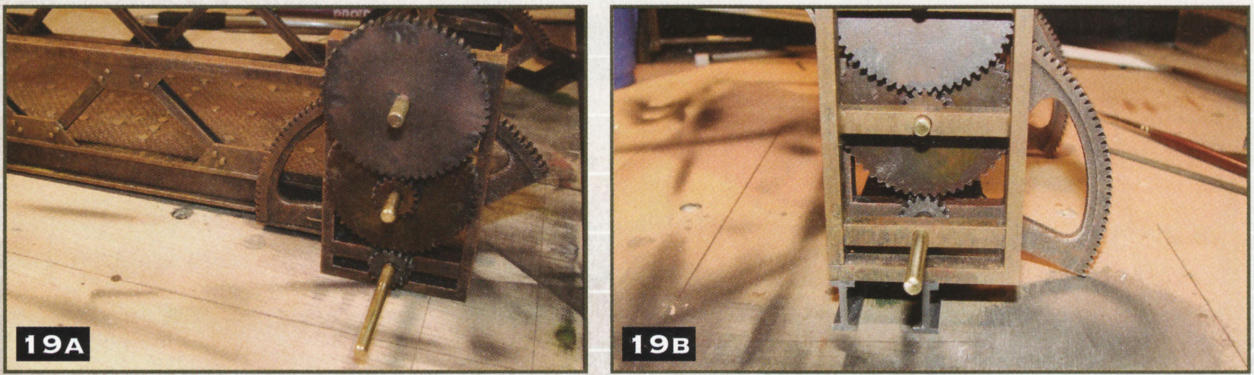
Step 16) Solder the tubing leading to the gear assembly. Insert a brass tube into the gear assembly. It should fit just inside it. About 1/2" should stick out on each side. Cut two pieces of the larger brass tube. Carefully solder the larger pieces onto the smaller tube. Do not let the solder touch the gear assembly or the bridge will not work.



Step 17) Add the gear towers. Next, you will solder two gear towers to the brass tube you just assembled. This can be a very difficult step, because the gears on the bridge must line up with a small gear on the top shaft. The bottom shaft must also clear the tube or the far gear tower will not work. You should trial-fit the pieces before you solder the joint.

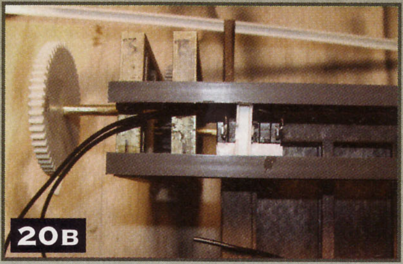


Step 18) Paint the bridge. Start with a coat of Pig Iron. Then mix Khador Red Base, a touch of Sulfuric Yellow, Umbral Umber, and a touch of Quick Silver. Stipple the mix onto the bridge and over the gear towers. Add more Sulfuric Yellow to bring out a nice orange hue. Keep adding Quick Silver to give the mix a metallic sheen. The piece should have a mottled look. Add depth and shadow in places with a bit of Armor Wash.



Step 19) Paint and glue the gears. Paint the gears in the same fashion and fit them to the bridge. The lower shaft should stick out from the bridge about 3" on the near side and 1" on the far side. Slide and glue small gears into place on the lower shaft, being careful to avoid getting glue on the gear towers. Slide and glue small gears onto the top shaft so that they line up with the large gears on the bridge. Paint and slide the two remaining gear towers into place.

20A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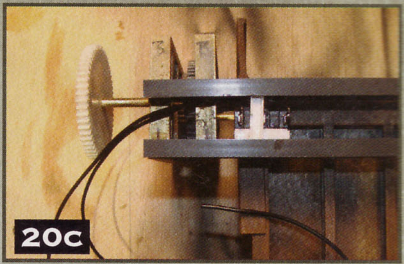
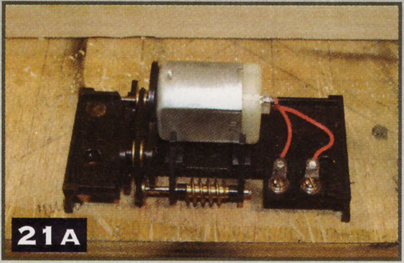

20C

Step 20) Add the micro switch for the bridge's lowered position. Solder lead wires onto the nominally closed poles of one of the micro switches. Glue two large plastic I-beams to the gear towers so they contact each tower evenly. Tack the micro switch in the gap between the two I-beams so that the switch is struck where the bridge will be in its lowered position. (Try for a level position.) Use very little super glue, as the fumes will oxidize the micro switch contacts and ruin the switch. Once you are sure the switch still works, adhere it permanently with Formula P3 modeling putty.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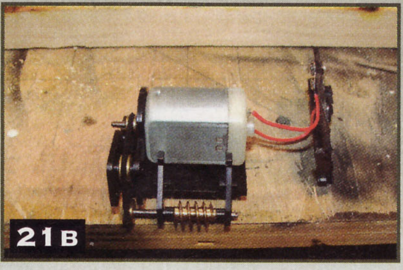
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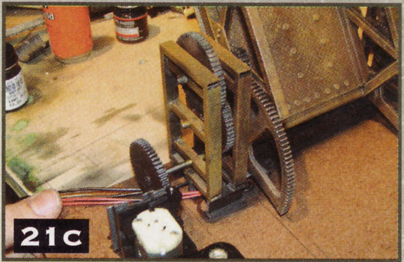
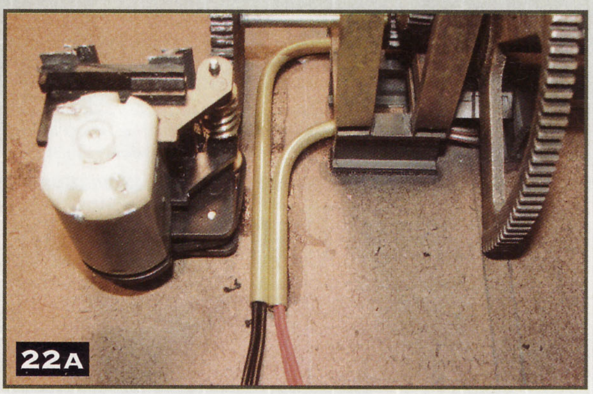

21C

Step 21) Add the motor unit. Remove the plastic shed from the turntable gear and motor. Cut off the extra plastic. Mount it and the bridge to a piece of hard board so that a small gap is left between the worm gear on the motor unit and the medium-sized gear on the bridge. Add two large plastic I-beam pieces to further stabilize the motor unit.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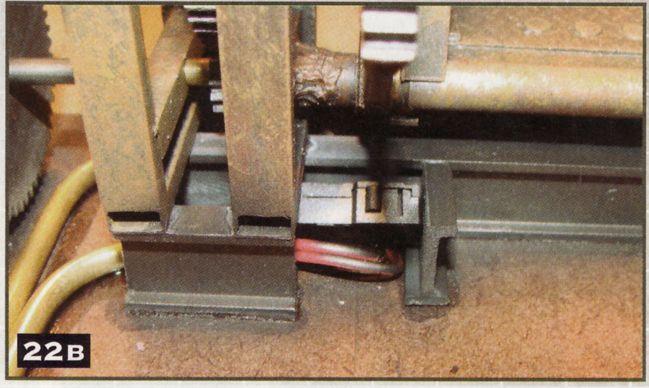
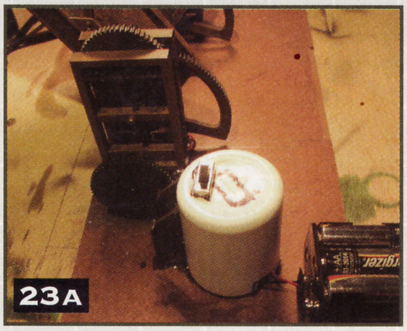

22B

Step 22) Add the micro switch for the bridge's raised position. Solder lead lines to the other micro switch. Mount the switch so the large gear strikes it when the bridge is in its raised position. Again, use Formula P3 modeling putty to adhere the switch permanently, as super glue will damage it. Bend two medium-sized brass tubes 90° and thread the lead wires through them. Finally, mount the tubes to the base.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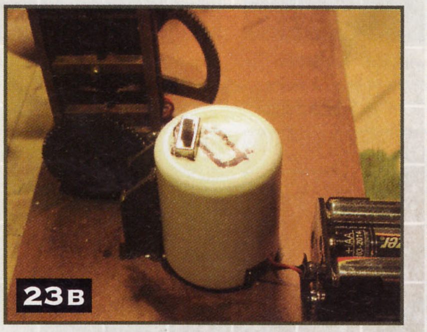
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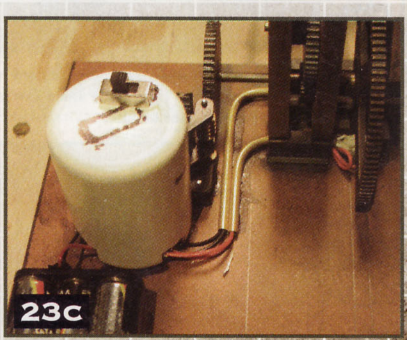
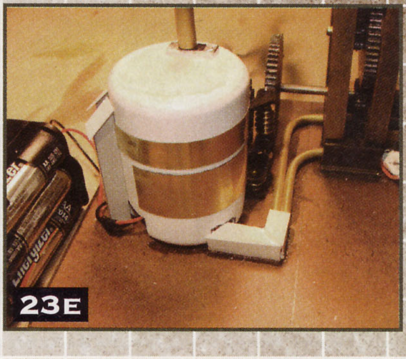
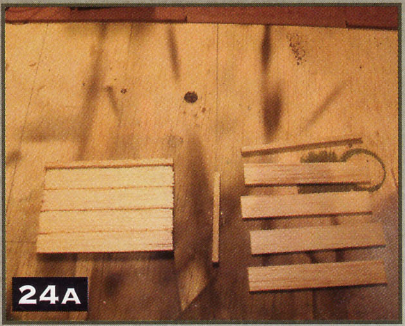

23C

Step 23) Finish and test the circuit. Cut the threads off the medicine bottle and cut a slot in the top for the double-pole double-throw switch. Cut slots for the battery leads and the leads to the switches. Solder the circuit together. One pole should have the positive going through the down switch, to the motor, and back to the negative pole. Solder the other side in reverse. Test the circuit to be sure it works. Insert the switch into the slot in the medicine bottle. Mount the bottle so that the battery pack and the switch leads are not obstructed. To mask the bottle, add some Formula P3 modeling putty to the top and some detail to the sides.

23D


23E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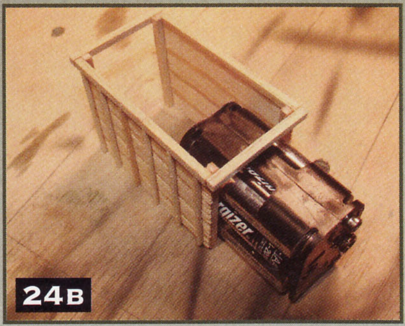
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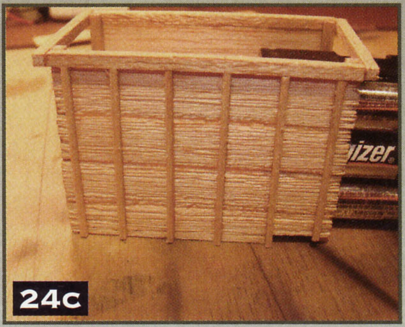
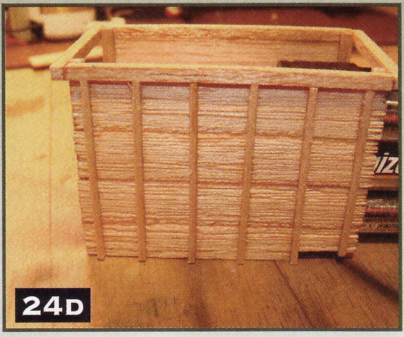

24C

Step 24) Add balsa wood housing for the battery pack. Cut several pieces of balsa wood so they are longer than the battery pack. Also cut several pieces of 1/16" balsa wood to be taller than the pack. Scrub the pieces with a wire brush to bring out the grain and weather them. Glue them together. Finish the top with a larger piece of balsa.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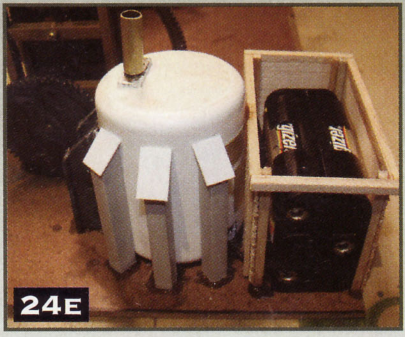
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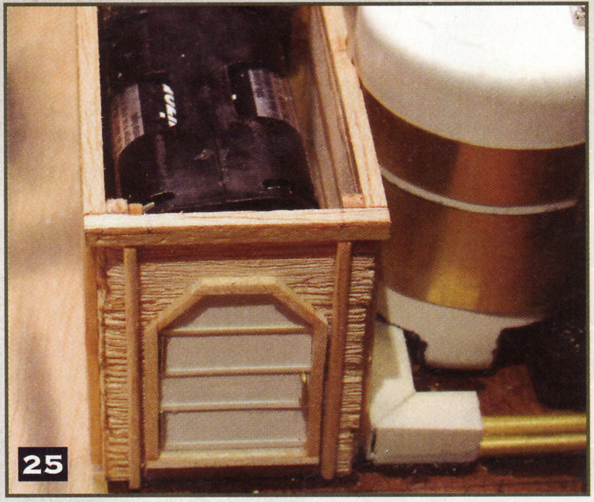
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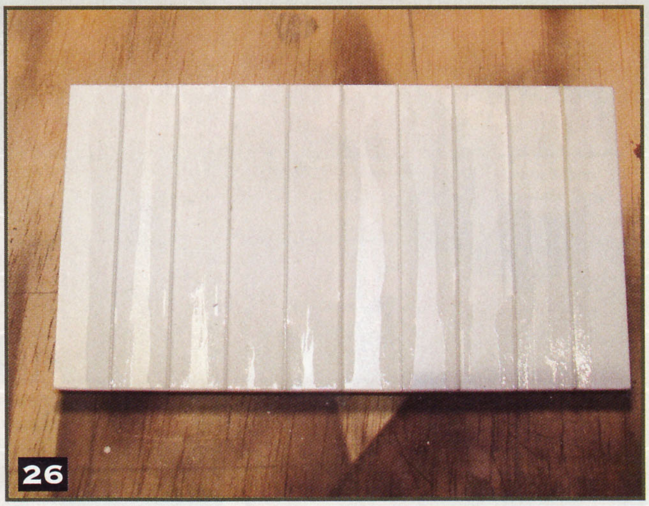
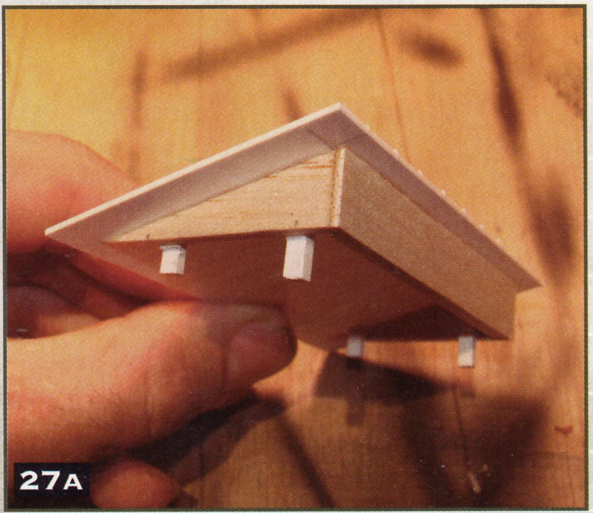

26

Step 25) Fabricate the door. Edge a thin piece of card with 1/16" balsa. Add a thin strip of plasticard across the middle and a few pieces of brass pinning material for the hinges and door handle.

Step 26) Fabricate the roof. Glue thin strips of plasticard vertically to another piece of plasticard.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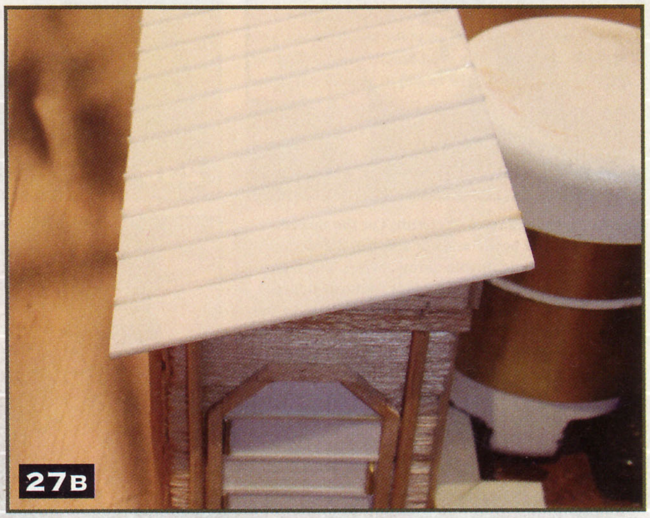
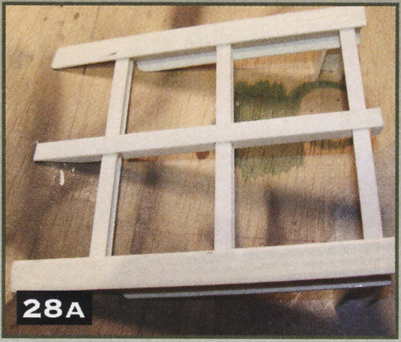

27B

Step 27) Finish and attach the roof. Cut balsa to create the pitch of the roof and add some plastic pins to the underside. Set the roof into place on the building. By not gluing the roof, you will be able to access the battery pack.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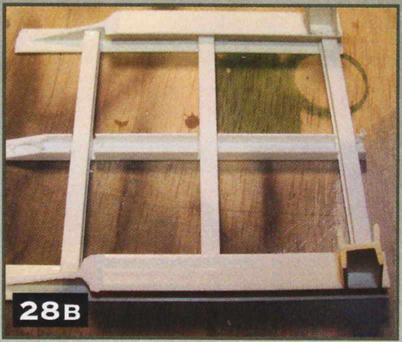
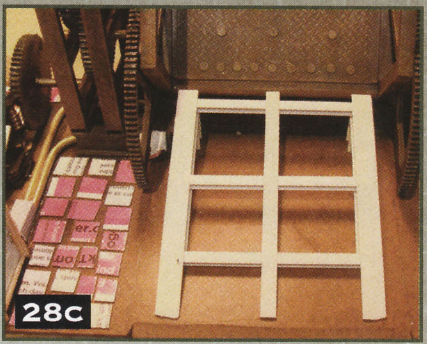
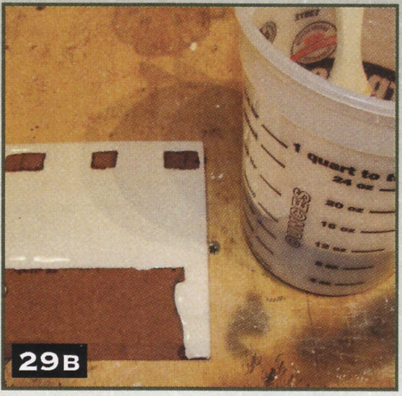

28B


28C

Step 28) Build the ramps. Measure the bridge for its elevation. Build a frame from plastic I-beams. Add some tiling to the base with thin card.

29A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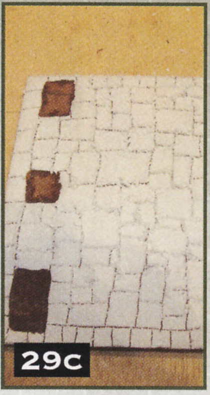
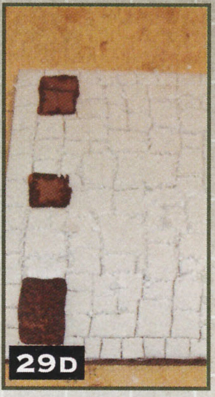
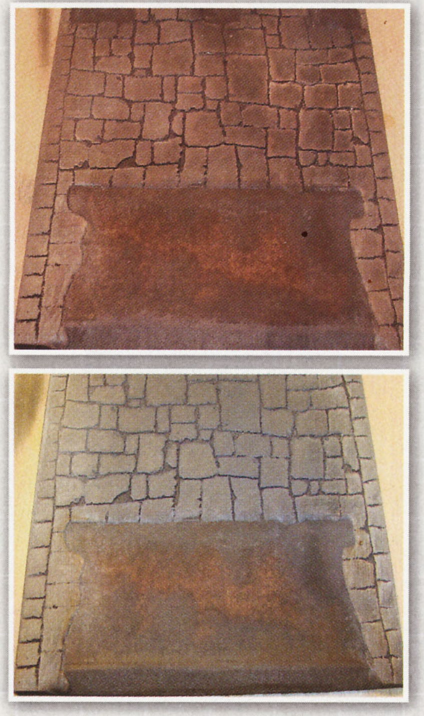

29C

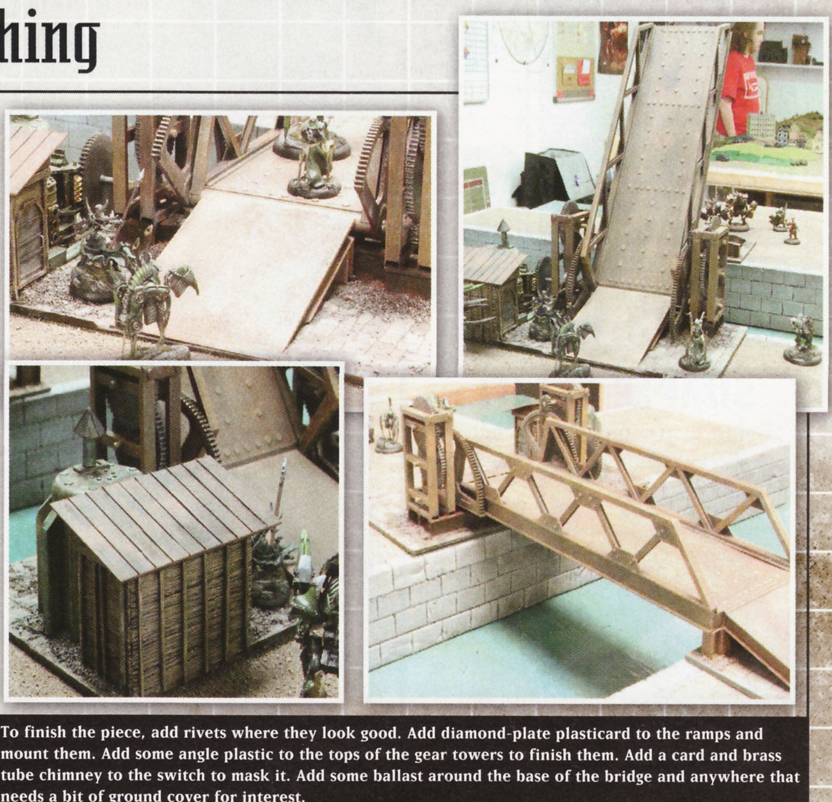

29D

Step 29) Create the tiles on the base. Cover the base with about a 1/8" thick layer of plaster of Paris. Wait till the plaster sets to the touch. (The surface will feel wet but firm.) With a Formula P3 sculpting tool, scribe a tiled pattern and allow the plaster to dry. Once the plaster has dried, re-scribe the tile lines and sand the surface smooth.

Painting and Finishing



To color the base, wash it with a 50% diluted mix of Thamar Black. While it is still wet, add some diluted Umbral Umber. Allow that to dry completely. Drybrush the surface tiles with a mix of Thamar Black, Umbral Umber, and progressively more Morrow White.



To finish the piece, add rivets where they look good. Add diamond-plate plasticard to the ramps and mount them. Add some angle plastic to the tops of the gear towers to finish them. Add a card and brass tube chimney to the switch to mask it. Add some ballast around the base of the bridge and anywhere that needs a bit of ground cover for interest.

To paint the verdigris, base the piece in Solid Gold, then wash it with Blighted Gold. Dribble Green Ink, Turquoise Ink, and Armor Wash from the top and down the sides. Keep adding layers until you achieve the desired result.

To paint the shack, basecoat it in Thamar Black. Drybrush progressive shades of Umbral Umber and Morrow White to highlight it. Paint all other metal parts as you did the bridge.

MODELING & PAINTING

By **Matt DiPietro**, Studio Painter

Part 2:

FACES, HAIR, AND SKIN

- Females -

Welcome back to Modeling & Painting, all you minis fans. In the last column we covered how to paint male flesh and faces. In this column we'll build on what we learned last time and apply it to painting women. We'll cover two ways to paint female flesh as well as how to paint red and brunette hair. For those painters out there who want to take their technique to the next level, we're including some extras for painting makeup and colored eyes.

Although I've used equal amounts of two or three colors for some of these mixtures, the fun is in playing with the ratio to achieve variations from one model to the next. Don't be afraid to experiment until you get just the tone you're looking for.

FORMULA P3™

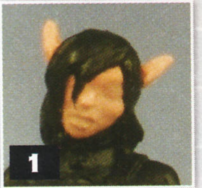
What You'll Need:

- ■ Khardic Flesh
- ■ Midlund Flesh
- ■ Ryn Flesh
- ■ Menoth White Highlight

Dahlia Hallyr

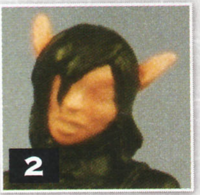
SIMPLE FLESH

We'll start by painting Dahlia Hallyr in a style similar to the basic style from last issue's column.



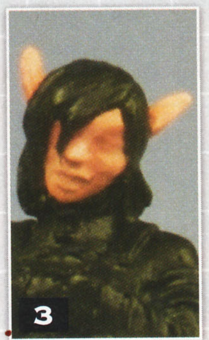
1

Step 1) Start by basecoating the face in a 50/50 mix of Midlund Flesh and Ryn Flesh.



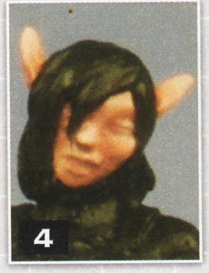
2

Step 2) Next, give the face a thin wash of Khardic Flesh mixed with a generous amount of water. Make sure both this wash and the one for step 3 are very thin so the transition is soft.



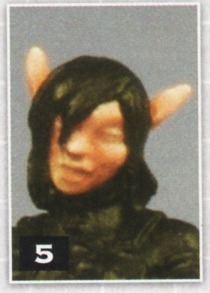
3

Step3) Use some Flesh Wash to add more depth to the face. Apply the paint in multiple thin coats to achieve the desired effect.



4

Step 4) Apply multiple super-thin coats of Ryn Flesh to highlight the face. Keep the transitions smooth and soft with no hard lines.



5

Step 5) Apply final highlights with a 3:1 mixture of Ryn Flesh and Menoth White Highlight. Apply these highlights in soft lines to the extreme edges of the face.

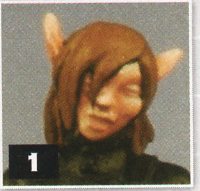
BRUNETTE HAIR

With the face painted, it's time to move on to the hair.

FORMULA P3™

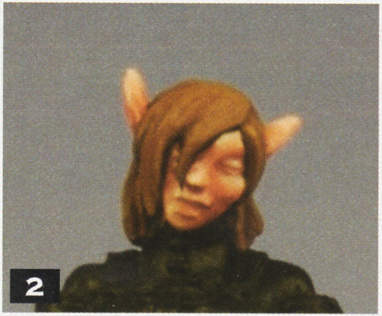
What You'll Need:

- ■ Sanguine Base
- ■ Bootstrap Leather
- ■ Gun Corps Brown
- ■ Rucksack Tan
- ■ Thamar Black
- ■ Brown Ink

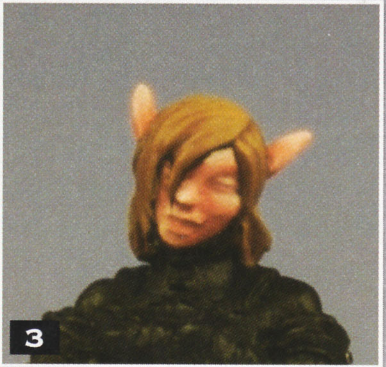


1

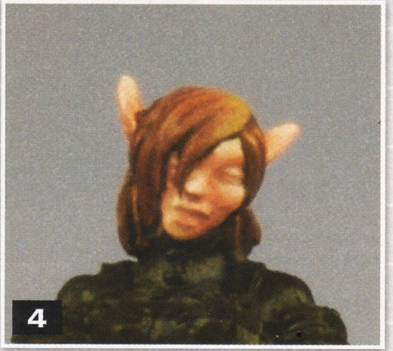
Step 1) Start with a basecoat of Bootstrap Leather.



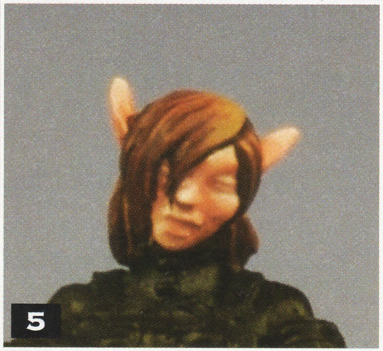
Step 2) Add some highlights with a mixture of Gun Corps Brown and Rucksack Tan. Apply the highlights in lines that follow the contours of the hair.



Step 3) Repeat step 3 using just Rucksack Tan. Limit these highlights to the top of the head.



Step 4) Apply a thinned wash of Brown Ink mixed with Sanguine Base to the hair. If necessary, use multiple thin coats to concentrate the wash around the tips of the hair.



Step 5) Mix some Thamar Black with Brown Ink and line the grooves between hair sections and the part of the hair with this mixture.

Reeves of Orboros Leader

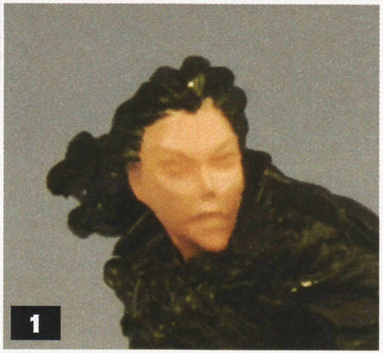
ADVANCED FACES

For our second face we will be painting the leader of the Reeves of Orboros unit.

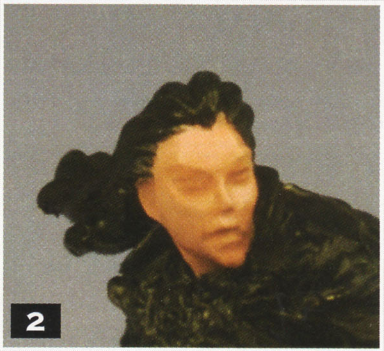
FORMULA P3™

What You'll Need:

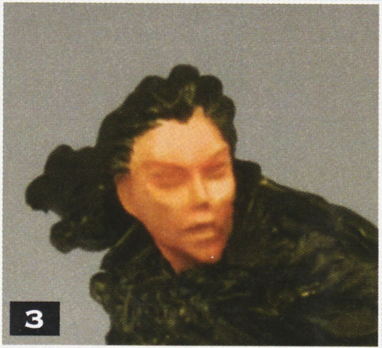
- 🟥 Skorne Red
- 🟧 Midlund Flesh
- ⬜ Ryn Flesh
- 🟩 Battledress Green



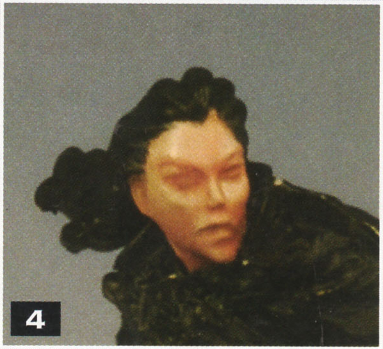
Step 1) Start with a basecoat of Midlund Flesh mixed 50/50 with Ryn Flesh.



Step 2) Next, add some shading. For this, mix Midlund Flesh with Battledress Green and some Mixing Medium. Apply as soft shadows to the face. The Mixing Medium should give the paint some translucency so the shading is soft and smooth.



Step 3) For the next round of shading, mix Midlund Flesh, Skorne Red, and Mixing Medium and apply the mixture to the face. To ensure your model doesn't look masculine, avoid accentuating the paranasal cleft (the crease in the upper lip) and make sure there are no hard lines after you are done shading.



Step 4) Use a simple 50/50 mix of Ryn Flesh and Mixing Medium for the final highlights. The Mixing Medium will help keep the transitions smooth and the overall look silky soft.

COLORED EYES

For a little extra interest, choose a color for your model's eyes instead of leaving them black. This example is for green eyes, but you can paint other colored eyes easily just by varying the ink color.

FORMULA P3™

What You'll Need:

- ⬜ Menoth White Highlight
- ⬛ Thamar Black
- 🟩 Green Ink

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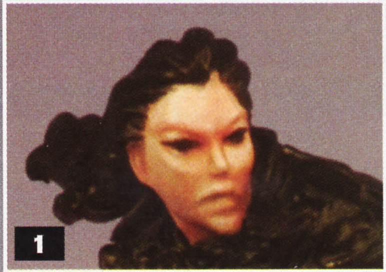
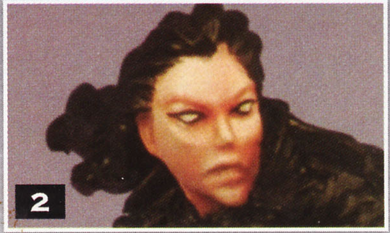
COLORED EYES

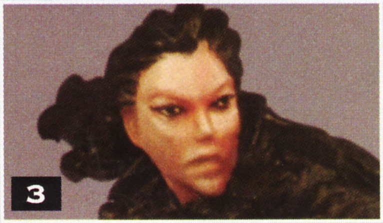
CONTINUED



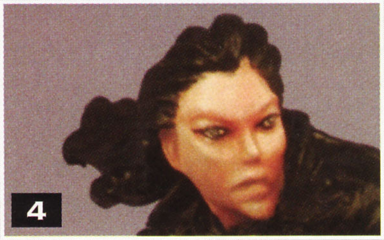
Step 1) Black out the eyeball with Thamar Black. Add a line of Thamar Black to the top of the eye to give it a feminine look.



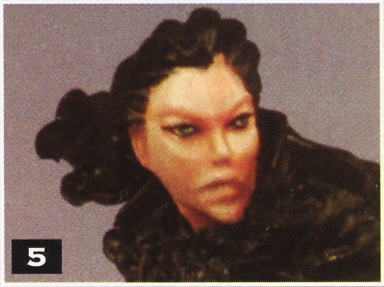
Step 2) Use Menoth White Highlight to paint the whites of the eye. Paint each corner of the eye in one stroke with the sharp point of your brush.



Step 3) Paint in the pupils of the eyes using Thamar Black.



Step 4) Water down some Menoth White Highlight to glaze consistency and dab it onto the pupil. The pupil should appear cloudy in the center and darker around the edges.



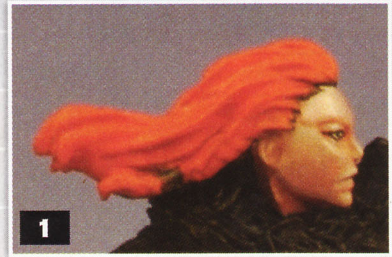
Step 5) Dilute a drop of Green Ink with water and remove most of the ink from your brush with a towel. Carefully apply this glaze to the pupil with a fine detail brush. Use multiple layers to achieve the desired effect.

RED HAIR

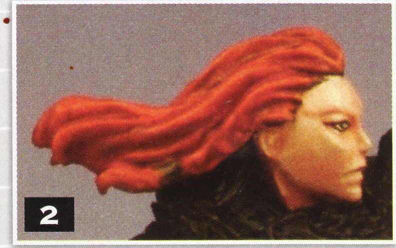
FORMULA P3™

What You'll Need:

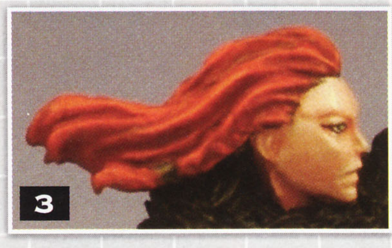
- 🟥 Skorne Red
- 🟧 Khador Red Highlight
- 🟧 Ember Orange
- 🟫 Umbral Umber
- 🟥 Bloodstone
- 🟫 Bloodtracker Brown
- 🟨 Rucksack Tan
- ⬜ Menoth White Highlight



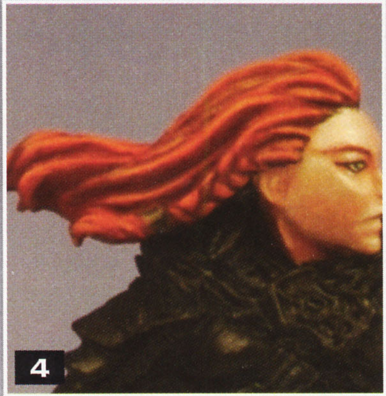
Step 1) Basecoat the hair with a 50/50 mix of Khador Red Highlight and Ember Orange. Make sure you apply multiple coats until the basecoat is uniform and solid.



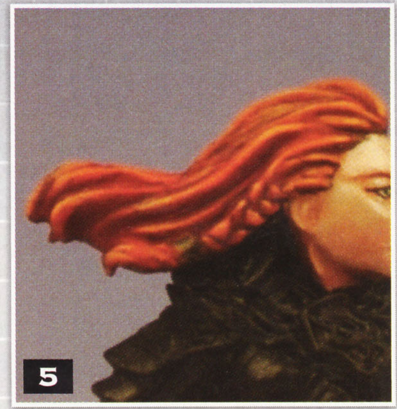
Step 2) Give the hair a wash of Bloodtracker Brown to clearly define the ridges and valleys.



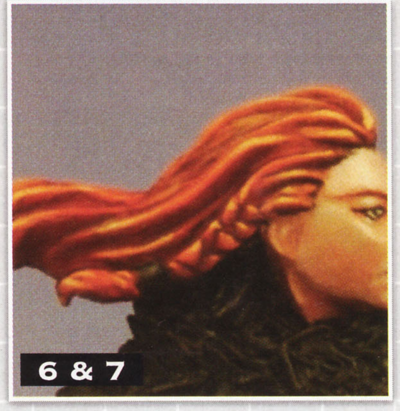
Step 3) Mix Skorne Red with Bloodstone and water down the mix to wash consistency. Apply this wash to the hair to give it some extra depth. Also use this mixture to paint the eyebrows.



Step 4) Use a mixture of Skorne Red and Umbral Umber to place lines strategically in the crevices of the hair, separating sections from one another. Pay special attention to the braid during this stage of painting to keep it well defined.



Step 5) Begin highlighting with a mix of Khador Red Highlight, Ember Orange, and Rucksack Tan. Use the side of your brush instead of the tip to run a crisp line of paint along the length of each strand.



Step 6) Continue highlighting with Khador Red Highlight mixed with Ember Orange and Menoth White Base. About half of each strand should be painted with this mix.

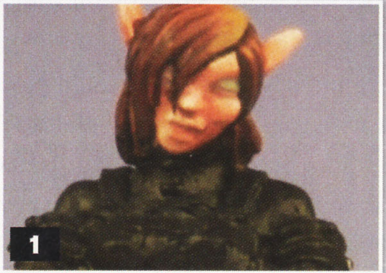
Step 7) Finally, mix Khador Red Highlight, Ember Orange, and Menoth White Highlight for the final highlighting step. Apply small dots and dashes of this mixture to simulate light glinting off the hair.

Makeup

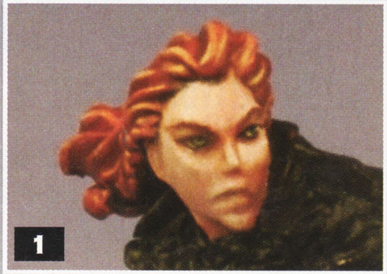
At this stage the faces look pretty good, but by adding some subtle makeup we can take them to the next level.

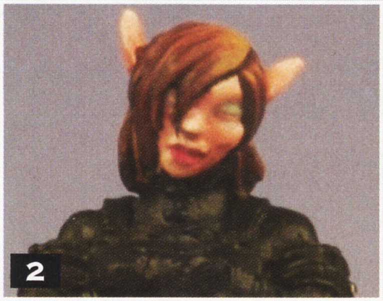
For Dhalia, mix together Arcane Blue and Midlund Flesh and dilute them to a glaze consistency. Apply this mix to the upper eyelid. Use the same technique for the Reeves leader, using a mix of Beast Hide and Battlefield Brown instead.

What You'll Need For Dahlia Hallyr:	What You'll Need For the Reeves of Orboros Leader:
Sanguine Base	Sanguine Base
Murderous Magenta	Khardic Flesh
Sanguine Highlight	Midlund Flesh
Umbral Umber	Umbral Umber
Menoth White Base	Menoth White Highlight
Menoth White Highlight	Red Ink
Arcane Blue	Beast Hide
Midlund Flesh	Battlefield Brown

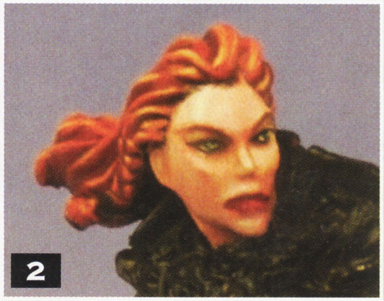


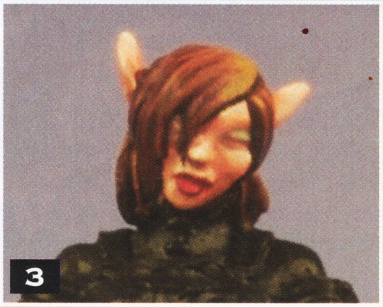
Step 1) For Dhalia's lips, mix Murderous Magenta with Sanguine Highlight and dilute to a glaze consistency. Paint the lips in a few thin glazes. Use the same technique for the Reeves leader, using a mix of Red Ink, Umbral Umber, and Khardic Flesh.



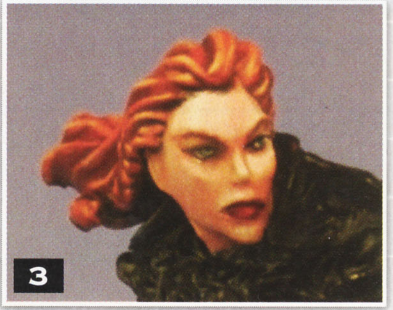


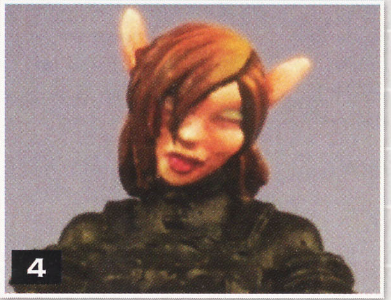
Step 2) Mix Sanguine Base with Umbral Umber and paint the upper lip only. Allow the line of the lip to frame the lower on each side. You can also trace a very fine line below the lower lip to make it pop. We did this on both figures.



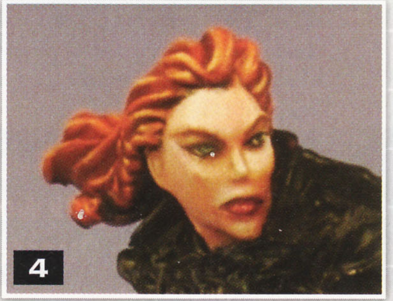


Step 3) Next, highlight the lower lips. For Dhalia, use a mixture of Murderous Magenta, Sanguine Highlight, and Menoth White Base. For the Reeves leader, apply a mix of Sanguine Base and Midlund Flesh.





Step 4) Lastly, apply a tiny dot of Menoth White Highlight to the corner of the lower lip to simulate light glinting off the lips.



BODGED TOGETHER CHALLENGE

The hammering of rivets in iron... The glare and spark of welding... Inspiration from a full parts bin!

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

What would happen if you had a big box of 'jack parts and let your inner bodger go insane? Would your Ironclad tote around a Spiker? How would your Redeemer look with some Devastator shields? Or, maybe you think that a Rockram Wroughthammer needs *four* legs. Bodge together an entirely new 'jack, just to show what you can create.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

ENTRIES DUE BY 7/1/09

How NOT to win this contest!

See the Winner of the Clockwork Challenge from No Quarter #22 on page 95!

A Modeling & Painting Special

THE WAVE OF THE FUTURE

By **Rob Hawkins**, Hobby Manager

PLASTIC MODELS FROM PRIVATEER PRESS

In June, Privateer Press is releasing the first of our new plastic miniature kits, the Exemplar Bastions. Hobby Manager Rob Hawkins gives us the lowdown on what these plastic kits mean for the hobby.

There has been a lot of speculation about when and if Privateer Press would ever "go plastic." The moment has indeed arrived, and we are moving into this new realm ready to take advantage of everything plastic models have to offer.

Some may wonder what spurred the change. The main reason is economic: manufacturing in plastic helps us control costs better, especially on the bigger, more massive models. The past few years have seen a great deal of change in the price of metal, resulting in a proportional amount of inflation on the overall prices of the products. With plastic, we hope to see more stable and consistent pricing for future products.

This shift in model production has opened the door to some great hobby and modeling opportunities as well.

WHAT'S SO SPECIAL ABOUT PRIVATEER PRESS PLASTICS?

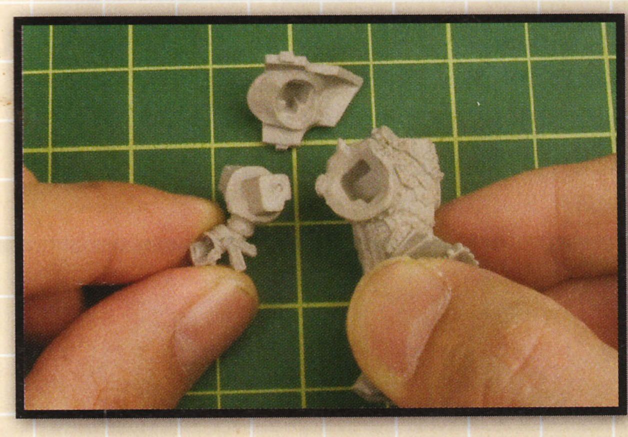
We wanted our plastic kits to maintain the level of detail our players have come to expect from our metal models. While many plastic kits require the details to be flattened out on the sides of the model to allow the plastic sprue to be pulled out of its mold, sacrificing detail in this way was not an option for us.

Consequently, a lot of research went into finding a material that would allow us to render detail and undercuts around the entire figure. The end result is a plastic that beautifully replicates the intricate detail of our fantastic sculpts.

THIS IS NOT YOUR FATHER'S PLASTIC KIT!

Hobbyists who have worked with plastic models in the past will notice a difference between Privateer Press plastics and the plastic kits they have seen before.

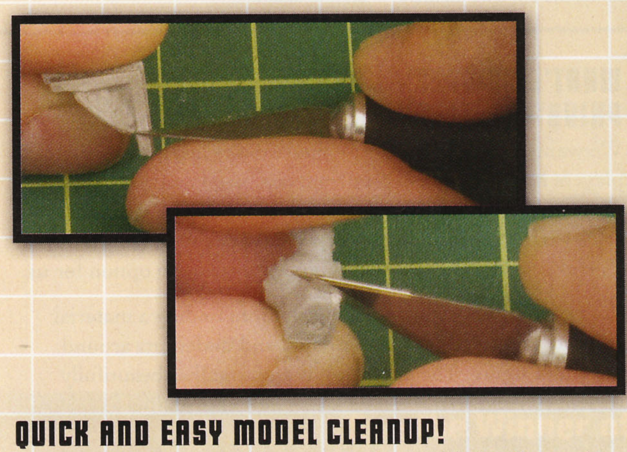
The first thing you will discover is that the models are not on a sprue. Each model is bagged with all its component parts, which saves the modeler time clipping pieces from a sprue and sorting parts. A sprueless presentation also allows us to recycle the excess plastic and keep our packaging size down.



Each model's part breakdown is designed to speed up the assembly process. Every piece has a plug that will fit snugly into place. These plugs strengthen the bond and eliminate the need to pin any limbs that may be exposed to a lot of stress. (Speaking of stress, you'll find that this plug-in system makes assembling models with double-handed weapons a breeze!)

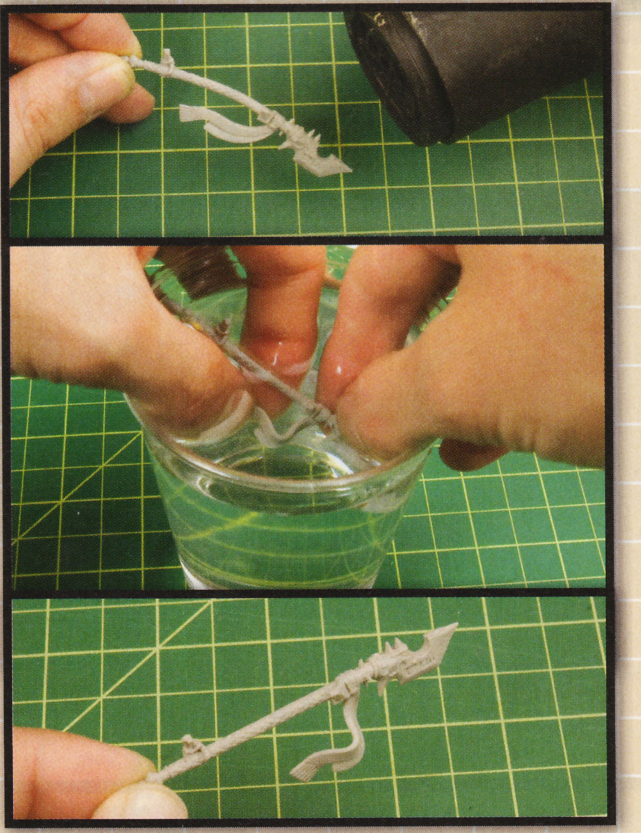
MODELING WITH PRIVATEER PRESS PLASTIC

Working with plastic kits may be a new experience for some. While the basic assembly techniques are the same as with metal miniatures, there are a few exceptions worth mentioning. Those of you familiar with styrene plastic kits will want to take note of a few differences between styrene and the Privateer Press plastics as well.



QUICK AND EASY MODEL CLEANUP!

Plastic models have fewer mold lines than metal ones, with virtually no mold shift. When cleaning plastic, a hobby knife often works better than a file to remove the occasional mold line. Use the broader part of the blade to scrape smooth the larger surfaces, and use the tip of a sharp blade on smaller areas. Take care not to cut yourself. By using a sharp blade, you will need to apply less pressure and can avoid slipping.



MINOR REPOSES WITH A LITTLE HOT AIR!

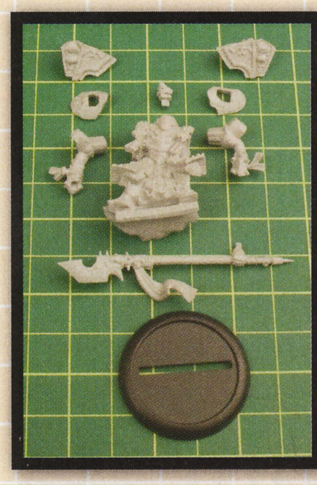
If you come across a bent part or wish to perform a minor repose of a thin limb, you can use a hair dryer to heat the piece and soften the plastic. While holding the heated part in position, dip it into a cup of cold water. When the plastic cools, it will retain its shape. Check out the flutter effect I've given the streamer on this halberd!

PIP 93093
FORMULA
P3
SUPER GLUE
1oz (30mL)

ONE GLUE TO BOND THEM ALL!

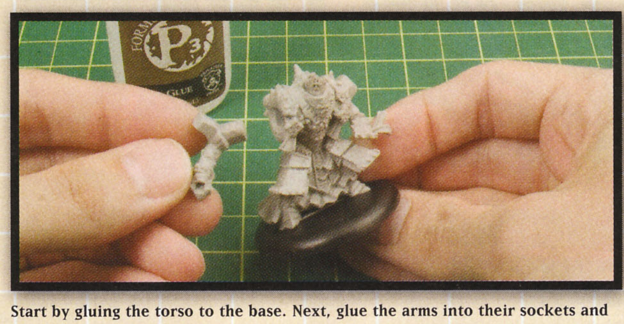
Separate plastic cement is not necessary for assembly of our plastic kits. Formula P3 Super Glue will provide the strongest bond possible. In fact, many brands of plastic cement are designed to bond styrene. Since our plastic kits are not styrene, it is important to note that most plastic cement will not properly adhere to our models.

ASSEMBLING THE BASTIONS

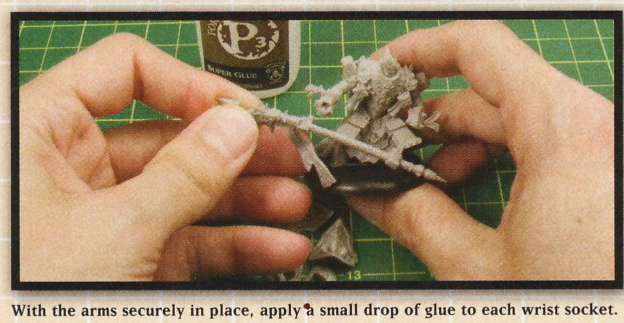


The Bastions are walking tanks, and the models reflect this. Despite the enormity of these intricately armored hulks, the Bastions will likely be one of the fastest kits you've ever assembled!

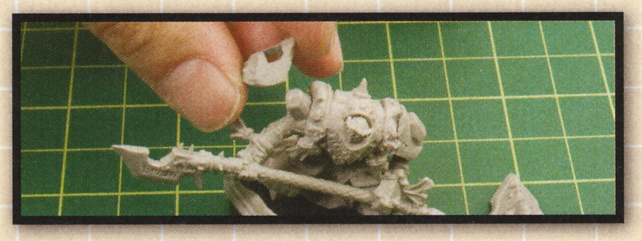
After you have removed any mold lines and before gluing any of the pieces together, wash the model thoroughly with warm, soapy water. This will remove any oils from the casting process as well as debris from the cleanup, to ensure that the super glue and primer will properly adhere to the plastic. Assembling the Bastions is very straightforward. We'll go through the leader model, step-by-step. As is the case with any model, you should first dry-fit the parts without glue to ensure the correct positioning.



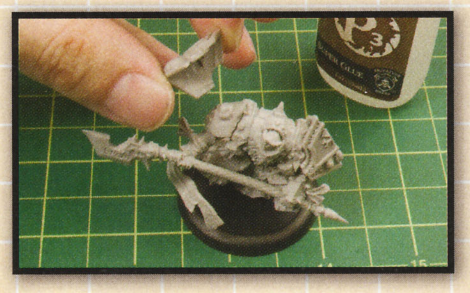
Start by gluing the torso to the base. Next, glue the arms into their sockets and attach the model's head.



With the arms securely in place, apply a small drop of glue to each wrist socket. Press the hands into their sockets to complete the weapon assembly. The plugs will firmly hold the parts in place, which means you won't need to hold the part as the glue cures and can therefore assemble complex models more quickly.

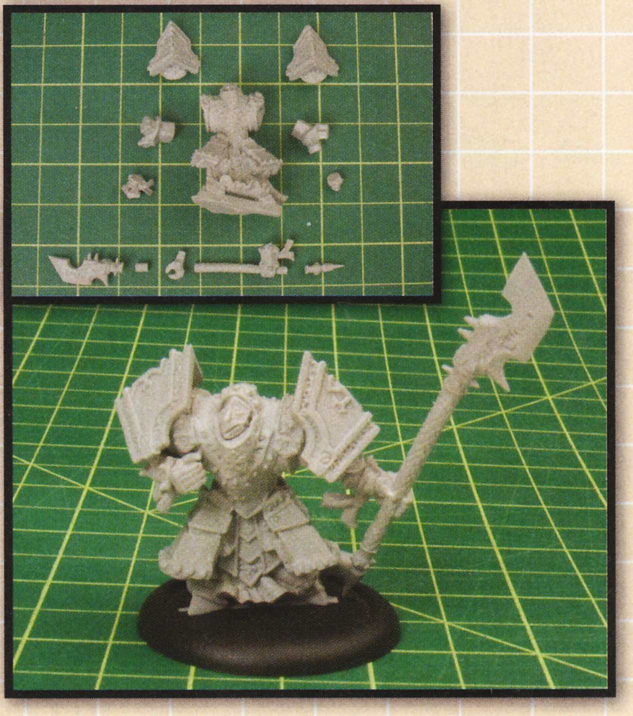


Glue the smaller shoulder pad over the shoulder peg.



Finally, glue the large shoulder pad atop the peg.

Here is the completed Bastion leader model in all its glory! Follow this assembly procedure for the trooper models. The troopers have one-piece shoulder pads and interchangeable shoulder sockets, so you can have four uniquely posed trooper models in the unit.



The basic assembly may be quick and easy, but don't be afraid to try your hand at some conversion work. Much easier to cut than metal, plastic allows you to perform some cool reposes of the miniature. By cutting the arms, you can reposition them to achieve unique poses.

For priming your models, we recommend Formula P3 Spray Primer. Our primer has been formulated to be compatible with plastic as well as metal and will provide the perfect undercoat for painting.

In addition to being easy to work with, plastic has a few other advantages: Obviously, plastic is much lighter than metal, which makes a full figure case much easier on the arms. Painted plastic models are more resistant to chipping, and if (Menoth forbid) you should ever drop your miniature, a plastic model is likely to survive the fall intact. Privateer Press plastic is not brittle and can handle a fair amount of stress without breaking.

THE FUTURE OF PRIVATEER PRESS MODELS

You can certainly look forward to more plastic models for WARMACHINE and HORDES, but most of our models will remain in metal. Models most likely to end up in plastic will be bulky figures such as warjacks and the larger units, which use a lot of shared or duplicated parts. Solos, character models, and smaller units will continue to use traditional metal casting.

Whether our products are metal or plastic, our mission remains the same: to bring you the best miniatures in tabletop wargaming.

WARMACHINE vs. HORDES Event

SUMMER RAMPAGE
2009

August 17th to September 6th

At a Game Store Near You!

Once again, western Immoren shakes beneath the might of rampaging armies as the war-torn kingdoms of WARMACHINE clash with the savage threat of the wild HORDES. Fire up your warjacks and rule your warbeasts to prepare for the next round of Summer Rampage!

Summer Rampage started in '07 and bursts back onto the scene in August 2009. This three-week campaign for glory pits the factions of WARMACHINE and HORDES together in game stores worldwide.

NO QUARTER MAGAZINE ISSUE #25 PROVIDES EVERYTHING YOU NEED TO KNOW TO GET INTO THE ACTION.

Learn how to rip warbeasts apart and render warjacks to scrap with devastating consequences using Finishing Moves. Unleash feat-like power on the battlefield when you Rampage across the table. Gather your troops, and get ready to rage.

To the Winner Goes the Spoils!

Summer Rampage 2009 has higher stakes than ever for the factions of WARMACHINE and HORDES. The final results of Summer Rampage 2009 will determine the release order for the 2010...

WARMACHINE MKII FACTION FORCE BOOKS!

Summer Rampage brings together old and new by wrapping up Summer League play for the original edition of WARMACHINE and HORDES while setting up the new edition to start with a bang.

The Vagaries of War

Regional effects—weather, communication breakdowns, reinforcements, plague, and more—make the experience unique and ever changing.

Web Support

The Privateer Press Events website will constantly update with results from the Rampage worldwide. See how your faction is performing against your opponents with daily updates.

Privateerevents.com

ZEALOUS CRUSADE

Driven by faith, the crusaders of the Protectorate of Menoth fear no man, machine, or beast. Menoth's divine power guides them, protects them, and gives them the strength to incinerate the enemies of the Lawgiver.

Protectorate Tactics in WARMACHINE

By **David "DC" Carl** · Art by **Chippy**, **Jesper Ejsing**, **Jeremy Jarvis**, **Andrea Uderzo**, and **Kieran Yanner**

JUST SAY NO TO SPELLS

Deny an opponent's magical attacks with the potent anti-magic capabilities of Menoth's warriors.

MENOTH'S WRATH

The most obvious thematic element of Menoth's judgment is the righteous flame brought to bear on unbelievers. Fire weapons and Critical Fire weapons are common, and fiery spell effects like Immolation, Cleansing Fire, Wall of Fire, and Flame Burst appear throughout the Protectorate ranks. The Scorched Earth and Wild Fire feats are the most extreme examples of Menoth's fiery wrath and can burn heretics to the ground wherever they stand.

But fire alone does not represent Menoth's judgment. Plenty of abilities throughout the faction are geared toward bringing increased damage against the enemies of the Creator of Man. The Bond of Brotherhood, Infuse, Prayer of Fervor, Righteous Fury, and Vengeance abilities all allow Protectorate forces to hit far harder than their stats alone would imply. Severius' Eye of Menoth and the Harbinger's Call to War further enhance units' boosted combat capabilities, while Feora's Engine of Destruction and Reznik's Hate Monger turn warcasters for Menoth into even deadlier killing machines.

Another common theme of the Protectorate is their distaste for human sorcery and wizardry; they believe only the divine magic of Menoth has a place in Immoren. To this end, abilities like Ward, Prayer of Warding, Spell Barrier, Consecrated, and Holy Ward can protect individual models or units from spells, while Visgoth Rhoven's Sanctuary ability and the Covenant's second passage, True Faith, can shut down heretical spellcasters or protect a large portion of the battlefield, respectively.

The Protectorate also claims numerous abilities that can deal with spell effects already in play. The Dispel, Chasten, and Divine Protection abilities can eliminate an enemy spell, and the numerous Blessed weapons available throughout the Exemplar ranks ignore the defensive buff spells enemies rely on for protection. When dispelling or ignoring one spell at a time is insufficient, the powerful Anti-Magic Pulse and Purification spells can be used to clear entire control areas of enemy magic.

RIGHTEOUS VENGEANCE

Vengeance is another Protectorate theme that cunning players can utilize to gain an edge in combat. Often, looking for the biggest threat on the table is not enough for enemies of the Protectorate; they also need to anticipate the trouble potential targets will cause once attacked.

The Retribution spell, Ward of Retribution ability, and Blazing Aura spell set the standard for turning attacks back against the aggressor. Models with these abilities can form a daunting line of defense that places an opponent in a situation where he's damned if he does and damned if he doesn't. Toss in the Defensive Strike ability, Fired Up ability, and Soulstorm spell to add pain against enemies who merely *approach* the Protectorate army, and an opponent's own turn can become costly to him.

Other abilities allow Protectorate forces to strike back even harder once they begin taking damage or casualties. The Righteous Vengeance ability, Hallowed Avenger spell, Courage of Faith spell, and Fiery Assault ability are serious obstacles to any opponent brazen enough to inflict casualties on Menoth's armies.

Similarly, the various Exemplar units thrive on vengeance. Strong to start, these units can become even tougher, stronger, and more versatile once they take damage or casualties. Bond of Brotherhood, Righteous Fury, Vengeance, and Vital Force imperil any foe of Menoth's knights, and High Exemplar Gravus' Grim Resolve ability turns any Exemplar casualty into additional fuel for the fires of Menoth's wrath.

IRON CRUSADERS

Though the Protectorate certainly has some warcasters who fit better with warjacks than others do, the concept of a 'jack 'caster is far less relevant to Protectorate players than to those of other factions. With all the tools available for efficient focus use and warjack buffing, even 5- and 6-FOC Protectorate warcasters can effectively handle significant quantities of warjacks in battle.

It would be difficult to discuss the strengths of warjacks in combat without running into the Choir of Menoth in short order. This inexpensive unit can protect warjacks from ranged attacks (Safe Passage) or magic attacks (Shielding Ward) as their warjacks advance. Once combat is joined, they can unleash the offensive might of the Infuse battle hymn. Remember, acolytes do not *need* to perform a Chant action if the additional range is not required. In fact, it can be quite beneficial to have 0 acolytes Chant with an Infuse hymn for a Redeemer so that warjacks farther away can later receive Safe Passage or Shielding Ward from a second Choir of Menoth.

The Reclaimer solo's Communion ability can be just as vital for enhancing warjack performance. With a few nearby casualties, the Reclaimer can provide a bonus point of focus to each warjack in range. Alongside vengeance abilities, Communion makes each warrior death doubly painful for transgressors.

The Vassal of Menoth provides yet another efficient warjack boost for Menoth's iron crusaders. The Ancillary Attack ability can give a warjack that one extra attack to finish off a sturdy foe, but it also has subtler uses. Use it before activating a Redeemer to crush a distracting enemy with its mace in order to fire Skyhammer rockets this turn. Alternately, use Ancillary Attack after running a Vanquisher to Circular Strike numerous troops or fire the Flame Belcher deep into enemy lines. The Vassal's Enliven ability provides yet another option for warjack combat. Enliven a Devout, for example, to take a swing at an approaching enemy and then fall back after he makes his first attack.

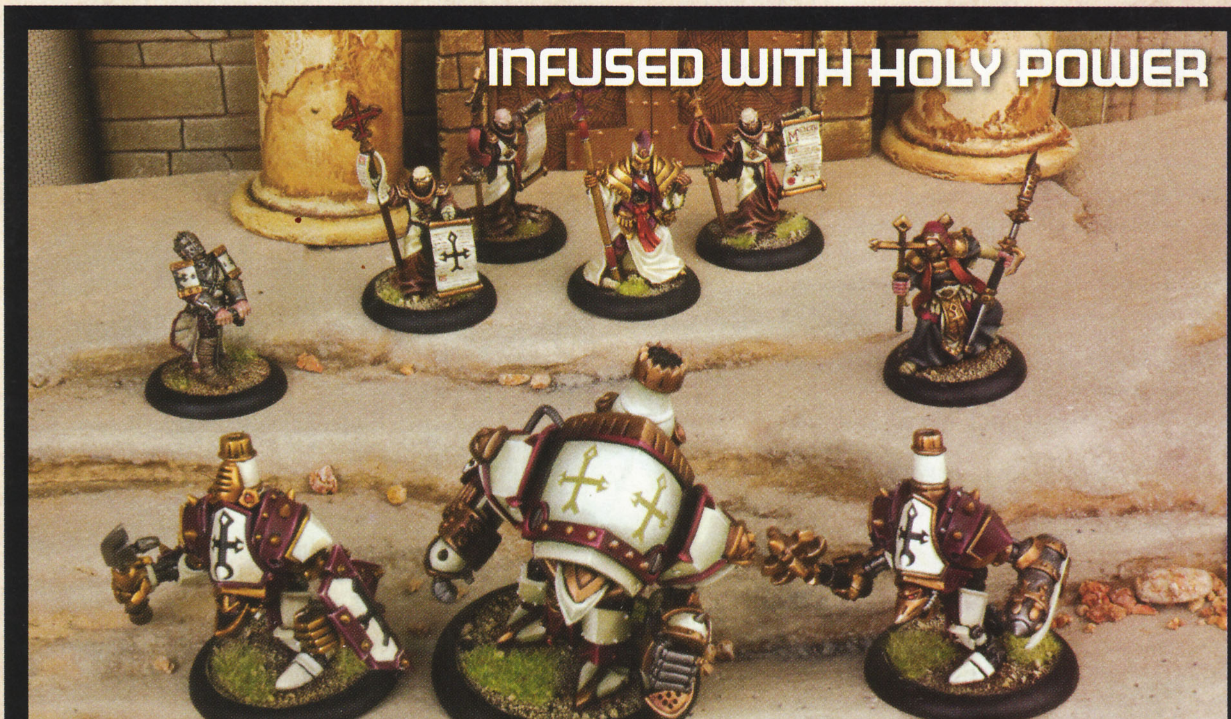
Beyond all this dedicated warjack support, things like Suffering's Prayer, Holy Vessel, and Convection can make extra focus available while the Eye of Menoth, Mobility, Synergy, Escort, and Brand of Heresy spells can boost the abilities of an entire battle group at once.

'JACK ATTACK

At first glance, Protectorate warjacks may appear somewhat lackluster. Their SPD and DEF values pale beside those of Cygnar's or Cryx's 'jacks, and their STR and ARM values do not stack up against those of Khador's 'jacks. Their MAT and RAT values also sit in a range where warjacks frequently need to boost to hit their targets.

Factor in the deep roster of warjack-oriented models, however, and those numbers can be seen for what they really are—a starting point. Properly layering Protectorate buffing abilities can make warjack DEF and ARM seem impervious to harm or tip the odds heavily in favor of Protectorate warjack offense.

INFUSED WITH HOLY POWER



Without the help of warcasters or 'jack marshals, the Protectorate can provide additional offense, defense, and focus to their warjacks.

One of the first warjacks selected for many army lists is the versatile Devout. Capable of protecting a warcaster from ranged and magic attacks alike, the Devout makes the perfect bodyguard for the lynchpin of a Protectorate army. Its stout shield and the protective auras of a Choir of Menoth provide a sturdy wall between enemies and the warcaster.

An arc node can also be a valuable tool for many Protectorate warcasters. The Revenger, Blessing of Vengeance, and Guardian all provide arc nodes as well as defensive abilities in the form of Repel, Excessive Repel, and Ward of Retribution, respectively. The best choice depends on the number of points available as well as the role the warjack is expected to fill beyond being an arc node. The Revenger has the lowest cost; the Blessing of Vengeance offers added maneuverability via Preactive Strike; and the Guardian offers powerful melee combat and a battle standard.

With a bit of support, all Protectorate warjacks can excel when it comes to combat. Look to the available army points and focus to know which warjacks will be the best fit for a given army list. Lastly, do not forget that Protectorate ranged warjacks and light warjacks can fight quite effectively in melee combat. Even the lowly Repenter hits as hard as the mighty Thunderhead once Infused.

WARRIOR ROLES

The Protectorate is fortunate to possess a broad range of warrior models/units with no real gaps in the faction's offense or defense. They have quick, light models as well as slower, sturdy ones. They have precision ranged attacks as well as AOEs. They have melee units that can hit frequently for low damage as well as those that strike less often but with great force. A warcaster's warrior selection should fill any gaps in the battle group's offense. An army with a pair of Redeemers, for example, is unlikely to require Deliverers, while an army with no heavy warjacks would benefit greatly from a powerful Exemplar unit.

One of the notable aspects of the Protectorate ranks is the easy access to AOE ranged attacks. With the low-cost Deliverers, Holy Zealots, and Sunburst Crews, enemies with low armor will have nowhere to hide. Just as importantly, firebomb and sunburst attacks can put a serious dent in high armor, making these units versatile threats.

For heavy hitters, Exemplar units shine. With Weapon Master or Weapon Specialist on every unit, the Exemplars can carve through even tough enemies with minimal effort. Add in their vengeance-oriented buffing abilities as well as warcaster spells and abilities, and these holy warriors form the perfect complement to the army's AOE attackers.

In addition to raw combat, the support elements of a Protectorate army can grant a significant edge in combat. Models like Visgoth Rhoven or the Covenant of Menoth offer far more to an army than their combat capability. In the right army list (or *against* the right army list), Rhoven's Flames of Wrath or the Covenant's Sacrifice Passage can facilitate victory or thwart certain defeat.

HIRED HELP

Not only does the Protectorate have access to fewer mercenaries than Cygnar and Khador, it also has more spells, feats, and abilities that work only for in-faction models. Still, though, a well-placed Disruptor Bolt from Eiryss, Harm from Aiyana, or smoke cloud from Gorman di Wulfe can go a long way.

A couple of mercenary models that stand out among the Protectorate's options are Rhupert Carvolo and Anastasia di Bray. Since the Protectorate has fewer models/units with the Pathfinder ability than many factions, Rhupert's March ability is all the more valuable for charging into enemy lines regardless of rough terrain or linear obstacles. Similarly, the Protectorate has few models with Advance Deployment, so Anastasia's Counter Insurgency ability can level the playing field by holding Trenchers, Widowmakers, or Bloodtrackers at bay.

Many mercenaries do not find a place in typical Protectorate army lists but rather fit particularly well with one warcaster or model. The combination of Doc Killingsworth and the Harbinger of Menoth is a common example, as Amateur Surgery dovetails perfectly with the Divinity ability and Martyrdom spell. Another example of a synergistic mercenary-Protectorate pairing is First Mate Hawk and High Paladin Vilmon. Hawk's Sucker and Vilmon's Impervious Wall combine to allow these two Weapon Masters to infiltrate enemy lines in relative safety to cut down their targets. Bosun Grogspar is another great fit—pair him with Deliverers or Redeemers to Skyhammer an enemy straight to Urcaen after the good bosun gives him the Heave Ho.

WARCASTERS

The Protectorate army features a great deal of synergistic elements regardless of the warcaster. Elements of vengeance tactics or warjack support can fit into any 'caster's arsenal. The warcasters' defining characteristics do not create the shape of the weapon but rather bring its edge to razor sharpness.

MIKAEL KREOSS

HIGH EXEMPLAR KREOSS

Kreoss is an extremely versatile warcaster with one of the best feats in WARMACHINE. He has enough focus to support a few warjacks, a unit support spell, several warjack support spells, offensive magic, and the ability to cancel out enemy upkeep spells. Menoth's Wrath is a short and straightforward feat, but a 14" pulse of knockdown in every direction is a great way to set up an assassination victory. Knockdown opens up line of sight, is a powerful DEF debuff, and limits enemy counterstrikes. When an enemy is resistant to the assassination potential of Menoth's Wrath, look for opportunities to use its other elements to shift the momentum of the game.

An experienced Kreoss player should not be afraid to martyr one of his troops for the cause set forth by the High Exemplar. An expendable friendly trooper can make a great target for a 4" Cleansing Fire AOE, a means of stripping an enemy spell with Spellbreaker, or a way to add threat range to Menoth's Wrath. High Paladin Vilmon or the Covenant of Menoth work particularly well in this last role, as Impervious Wall and Ancient Shroud minimize the risk of friendly casualties.

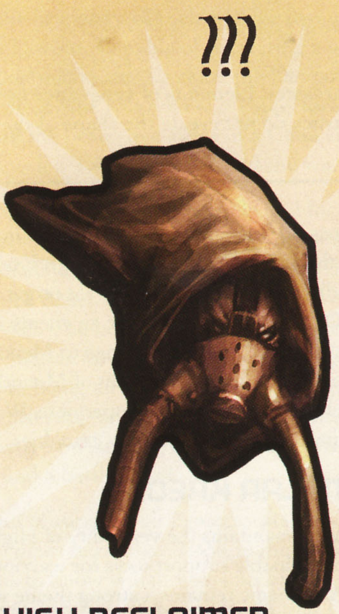
GRAND EXEMPLAR KREOSS

Grand Exemplar Kreoss maintains the versatility of High Exemplar Kreoss with valuable support tools for warriors and warjacks alike. Anti-magic remains a strong theme with the Chasten spell capable of ripping an enemy spell from a model/unit and the Castigate spell shutting down enemy arc nodes in Kreoss' control area. Castigate alone makes Kreoss an exceptional choice against many Cryx armies as well as some Cygnar lists.

The Strength of Arms feat will rarely bring about an assassination victory against a capable opponent, but its value as an attrition tool cannot be overstated. The extra melee damage of Strength of Arms can rip through enemy forces with ease. Even Choirs or engaged Zealots can benefit from Strength of Arms against enemies like Kayazy Assassins or Nyss Hunters.

CLOUDS OF ASH

Burning Ash is good for far more than blocking line of sight during an initial advance. The attack penalty from Burning Ash tilts the odds of this battle in favor of the Protectorate warjacks

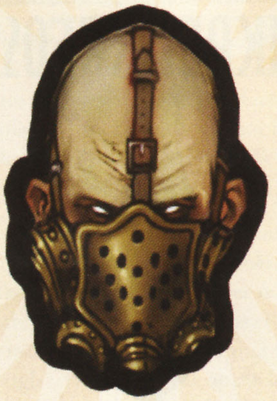


THE HIGH RECLAIMER

It only makes sense that the signature ability of the High Reclaimer is Reclaim. On critical turns, this ability can turn this quiet 5-FOC warcaster into an arcane juggernaut capable of handing out plentiful warjack focus as well as incinerating countless enemies in Menoth's flame. In some respects, the High Reclaimer is the epitome of vengeance tactics. Every casualty an opponent inflicts adds to the power of the imminent counterattack.

A High Reclaimer army should almost always include numerous low-cost troops such as Holy Zealots, Deliverers, Temple Flameguard, Choirs of Menoth, and Sunburst Crews. Each model should be measured not only on its own merits but also as a future point of focus. Fielding a few warjacks can make good use of this bountiful focus, as can fielding an arc node or two. The Guardian makes a particularly apt warjack for the High Reclaimer: it has strong melee potential, can arc spells, and can prevent troopers from fleeing during combat.

THE TESTAMENT OF MENOTH



The Revive spell means that the Testament will favor a somewhat different army composition than the High Reclaimer. The Testament can Revive a 5-point Holy Zealot or a 26-point Exemplar Venger for the same 3 points of focus. Including some fodder troops is still helpful for their Reclaimed souls, but elite troops are a much higher priority for the Testament. In addition to the obvious benefit of fresh troops, Revive can bring models back into formation. Place one Knight Exemplar in a gap between a leader and his unit, for example, and suddenly the whole unit can charge.

The Essence of Dust spell works seamlessly with the Revive spell and powerful Protectorate troops. Place fresh new elite troopers with Revive, use Essence of Dust to open their eyes to Menoth's plan for them, hit them with March from Rhupert Carvolo for the extra threat range or attack as needed, and send an enemy warcaster to Urcaen. Amen.

MENOTH'S CRUSADE

The warcasters of the Protectorate stand vigilant.

SCRUTATOR SEVERIUS

GRAND SCRUTATOR SEVERIUS

Grand Scrutator Severius is best known for his Eye of Menoth spell. For a mere 1 focus point of upkeep, it provides +1 attack and damage to every friendly Protectorate model throughout his prodigious control area. While a single extra point on attack and damage rolls may not seem like much at first glance, it adds up *quickly*, especially when factoring in the Protectorate's numerous AOEs. Eye of Menoth is also a great tool for Severius himself, especially when coupled with the Blessing of Vengeance. A single casting of Ashes to Ashes has +9 to hit and deals d6+1 damage rolls at an effective POW13 (+1 for Eye of Menoth and +2 for Attuned).

Death Sentence is not the flashiest assassination option, but it can most certainly get the job done. It is a particularly attractive option against HORDES warlocks where a single big hit would be transferred but a fleet of Skyhammer rockets will reduce a warlock and his pack of warbeasts to bloody chunks of meat and gore.

HIERARCH SEVERIUS

The Protectorate's new Hierarch is another versatile warcaster who brings support for both warriors and warjacks to the table. One of his standout characteristics is the efficiency of his arc nodes. With help from the Blessing of Vengeance and a Hierophant, Severius can channel a ranged attack into d3+1 enemy models and also channel an AOE spell with bonus damage for just 2 focus points. That leaves plenty of focus for warjacks and support spells, but an arc node or two and a Hierophant should definitely accompany the Hierarch into battle.

The Fires of Communion feat gives a canny Protectorate player many options and is far more powerful than it may appear at first glance. Use Fires of Communion on models with Berserk or AOE attacks to tear through multiple enemies at a time, on support models hidden safely behind terrain, or on warriors blocking a charge lane to an enemy warcaster or warlock.

PRIESTESS FEORA

FEORA, PRIESTESS OF THE FLAME

The most obvious strength of Feora, Priestess of the Flame lies in the power of her fire-related abilities. Scorched Earth can burn through most of an opponent's low-ARM models as well as putting a bit of damage and continuing fire on most of their sturdier targets, and Blazing Effigy is an ideal spell for a low-FOC warcaster since it does not require attack rolls and affects a large area. On a heavy warjack, Blazing Effigy covers nearly a 6" AOE with boostable POW14 damage rolls.

Feora is also an undeniable beast in combat thanks to Engine of Destruction. With the assistance of this spell, focus from a Wrack, and Harmonious Exaltation from the Hierophant, Feora can perform up to eight melee attacks at MAT8 and P+S17.

FEORA, PROTECTOR OF THE FLAME

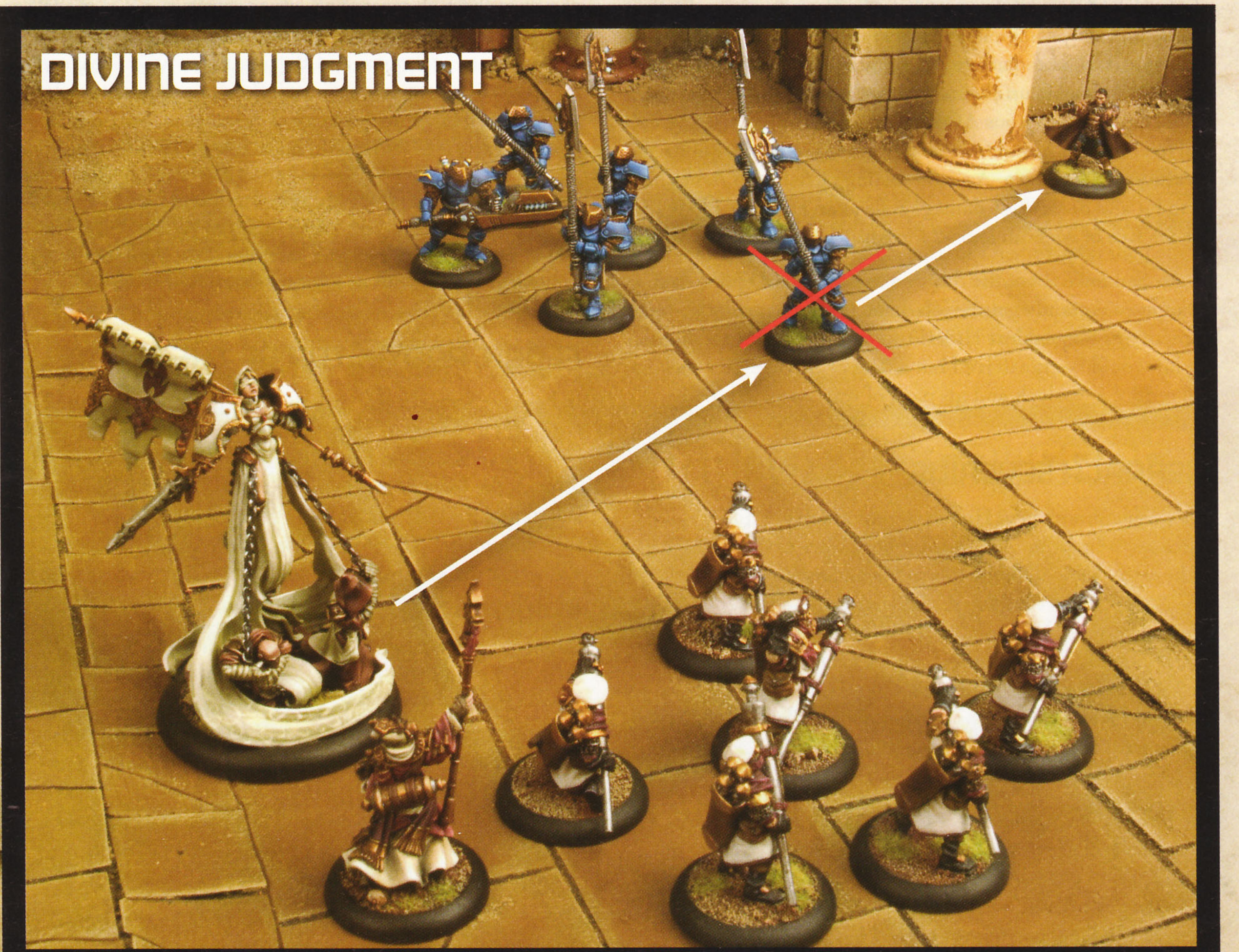
In her epic form, Feora's fire theme remains very strong but requires more finesse to use offensively. It arguably has more power than Scorched Earth, but it certainly requires more setup in the form of Righteous Flames, Fire Step, Flame Burst, and the fiery goodness of Feora's warjack bond. Once sufficient models are wreathed in flame, Feora's Wild Fire allows her massive quantities of focus to fuel her attacks, spells, or warjacks.

Conveniently, warjacks are an area where epic Feora shines. The Escort spell is arguably the most efficient battle group buff spell in all of WARMACHINE. A battle group movement bonus *plus* a conditional ARM bonus is pretty tough to beat on an upkeep spell. Add the solos with powerful buff abilities for warjacks and the Convection spell, and Feora can support a battle group far more effectively than her 6 FOC implies.

THE HARBINGER OF MENOTH

The Harbinger of Menoth stands apart from other warcasters with her FOC10, massive control area, and powerful support spells that empower the throng of Menite faithful. The Martyrdom spell is a key element in this empowered offense. Martyrdom should not be used heedlessly due to its cost to the Harbinger's health, but used prudently it can make a Protectorate force feel invincible.

One of the keys to getting the most out of Martyrdom is using models that get around its limitations. The Hierophant and Doc Killingsworth can heal the damage it causes, and models like Bastions and Paladins with Vilmon can ignore the knockdown effect. Once the Martyr-protected army closes with the enemy, the Crusader's Call spell can then facilitate massive charges into the enemy ranks.



The Harbinger's Tremor of Faith spell makes her as dangerous an assassin as she is a support 'caster. With the help of the Hierophant and an available charge target, Tremor of Faith has up to a 21" threat range. The Deliverers can then clean up.

HIGH ALLEGIANT AMON AD-RAZA

The Protectorate's monk warcaster is a master of battle group combat. Between Mobility and Synergy, Amon's 'jacks can get where they need to be and hit harder and more accurately than normal. An Amon list should always include the Protectorate's best warjack-support elements of the iron crusade as well as sufficient warjacks to bring the power of these two spells to light. As with any 'jack 'caster, however, recognize the value in efficient warriors to support the primary offense of the warjacks. Holy Zealots or Deliverers can clear out light troops while Amon's warjacks take care of tougher customers.

As with many warcasters, Amon's most powerful offense will come on his feat turn. The addition of Union to Mobility and Synergy guarantees that Amon's warjacks will have the fuel they need to crush the opposition.

HIGH EXECUTIONER SERVATH REZNIK

The High Executioner has many warjack-buffing abilities, but he takes a more targeted approach to the 'jack 'caster concept rather than providing sweeping benefits to all his warjacks. Perdition, Witch Hound, and Zealot's Rage each provide movement enhancement for a single warjack at a time, while Brand of Heresy gives all Reznik's warjacks improved combat performance against a single model or unit.

These elements come together to make Reznik's warjacks vastly more maneuverable than typical Protectorate warjacks while still benefiting from Menoth's protection and enhancement as usual. Look for opportunities to stack a couple of movement buffs to reposition a warjack for a devastating charge or even an assassination.

1,000-POINT THOUGHTS

In 1,000-point games, the Protectorate of Menoth can bring together far more synergistic elements than in smaller games and can create a knot of divinely protected flesh and steel that is nearly impossible to untangle. The general tactical tips presented here are amplified in these larger games, and players should look for opportunities to stack these existing army strengths to new heights.

One of the clearest benefits of a Protectorate army is the ability to double up on valuable support models. With a pair of Reclaimer solos and Vassals of Menoth to aid the Choirs of Menoth, Protectorate warjacks barely even need a warcaster to run efficiently. Their added focus, attacks, and protection free warcasters to cast additional spells, a job further assisted by the ability to double up on Hierophants.

The versatility of Protectorate warcasters means there are really no bad choices for warcaster pairings, but warcasters with powerful control area spells or feats are among the best choices for large games. The Harbinger's Purification and Severius' Eye of Menoth are two of the best spell examples. Each will affect twice as many targets as in a 500-point game without any change to the spell cost. Feats like Feora's Scorched Earth and Epic Kreoss' Strength of Arms provide similar economy of scale when the table contains twice as many heretics to burn or skewer.

An Interview with Gamebryo Senior Product Manager, **Adam Creighton**

MANGLED METAL

POWERED BY Gamebryo

EMERGENT GAME TECHNOLOGIES GIVES DIGITAL LIFE TO THE WARMACHINE PROPERTY

BACKGROUND

Thanks to Emergent Game Technologies, you'll soon get a taste of what it might be like to experience Steam-Powered Combat as a PC and video game. The company partners with Privateer Press to showcase WARMACHINE in their "Mangled Metal" technical demo shipping as part of the upcoming Gamebryo LightSpeed ™ game development software.

Emergent, well known for the Gamebryo engine, is a video game middleware company that makes tools and technology so developers, artists, and designers can build and run games and visual simulations. What they don't do is make games of their own.

"We want to make sure we're providing great tech, support, and services so great people can make great games," said Adam Creighton, Gamebryo Senior Product Manager and the producer for the demo. "We wouldn't want to shortchange our customers' games because we're making ours."

The philosophy has its challenges, though. As Adam put it, "A legitimate concern we face is whether our technology is tested in 'gameplay development' to ensure it has the features and performance for real-world video game production."

To do this, Emergent partners with its customers and technology partners to understand how they leverage the technology and where that tech excels and to determine what new features are needed. In addition, they build their own samples, demos, and sandbox applications in-house.

In 2008, Emergent had a particular challenge: launching Gamebryo LightSpeed, a new product building on the success of Gamebryo that had already been in development for over a year and included significant new tools, architecture, and technology for game design and development. They also needed a demo to showcase the technology, both to demonstrate the new tools and to serve as a playable expression of the product.

Building new game development technology at the same time as building the demo that shows it off is challenging enough, but the team was also time-constrained—everything needed to be done in time for the Game Developers Conference in March 2009.

AN INNOVATIVE IDEA

Adam had an idea to shorten the critical preproduction path, create a richer demo experience, and leverage the Emergent company culture in a new way. "Emergent is a partnering company," said Creighton. "So I thought, 'What if we extend that mentality and partner with a company that doesn't make video games, and give their IP a new expression in digital form?'"

Adam created a short list of candidate IPs based on visual appeal and company reputation. Through a friend of a friend and the wonders of online social networking, he was introduced to Matt Wilson, founder and owner of Privateer Press.

"It sounds cheesy, but this was one of those 'the stars aligned' kind of things," said Adam. "WARMACHINE was on my short list. I had a friend who spoke highly of the IP and people at Privateer Press. He connected me to the company via LinkedIn.com, and Matt was very open to the idea."

Independently, Jeremiah Washburn, Creative Director for Emergent, also stumbled upon the IP and thought it would be a great fit for the demo. "The stuff from Privateer Press struck me visually. It looked cool and steampunk, but didn't look like the steampunk you see all over the place," he said.

The goal was to give digital life to the miniatures property, but make it different enough to take advantage of the technology and medium. As many aspects from the game as possible would be included for continuity.

WORKING WITH LICENSED INTELLECTUAL PROPERTY

Using licensed IP for a tech demo is fairly unheard of. Since Emergent doesn't make their own game brand properties, though, building one based on an existing license elevates interest in what could otherwise be dismissed as "just" another technical demo.

The partnership allows for additional exposure for Emergent, since the plan is for the finished demo to be packaged and used by Privateer Press at its own tradeshows and conferences.

The opportunity also creates opportunities for Privateer Press to show WARMACHINE to developers, publishers, and gamers who are not tabletop gamers. Adam hopes this leads to someone making a full-on WARMACHINE title.

"It's important to note this isn't an 'Emergent's game'—it's a sandbox application. Customers can use it to check out Gamebryo LightSpeed, stand up their own content quickly, see it moving around and interacting, and rapidly iterate on look, feel, and gameplay. Technology Partners can integrate and demonstrate their functionality with LightSpeed and the demo. Licensees can re-use the static prop assets. But at the end of the day, the IP belongs to Privateer Press. I hope this inspires someone to make a full game for this great property."

Creighton went on to describe the experience of working with Privateer Press as a positive one. "Matt really sees this as a new expression of the property, not just a digital translation of the table-top version," he said. "He stuck to his guns on needed boundaries, like not having one faction fight for another, but he also worked with us to create mechanics for the demo faithful to the WARMACHINE universe. He even suggested simplifications by lifting some of the by-the-book restrictions, like removing the stat card mechanic for tracking damage. He's probably ruined me for working with other people's IPs."

There were four existing Warjack digital models (two Cygnar and two Khador) but no friendly faction Warcasters and no enemy characters. So Matt, Jeremiah, and Adam worked together to create a scenario that was true to WARMACHINE but conducive to video game play.

Called "An Uneasy Alliance," the scenario lets players choose a faction and Warcaster. Orsus, Sorscha, and Vladmir represent Khador; Haley, Stryker, and Caine represent Cygnar. Picking the Warcaster picks their Warjack and readies the player to fight the Cryx.

This direction lets the demo "cheat" the WARMACHINE mechanic of the Warcasters controlling the Warjacks. This is enforced with the player HUD, where the selected Warcaster's face is displayed over his focus bar, and the selected Warjack's image is displayed next to its current health. "Uneasy Alliance" also allows room for possible future versions of the demo, such as a multiplayer version with Cygnar and Kahdor both fighting the Cryx.

With the framework in place, development was able to begin in earnest.

Jeremiah put together a game design document that described the demo goals, how to maintain consistency with the WARMACHINE universe, the expected play-through experience, character selection, combat mechanics, user interface, controller mappings, technology partner integrations, and player and enemy characters.

Since the lion's share of Emergent staff was working on the LightSpeed product itself, the demo team itself was tiny. At its peak it comprised just 7 full-time people: 2 artists (including Jeremiah doing double duty), 4 engineers, and 1 designer/

developer. In contrast, a triple-A commercial game might have 120 artists, plus significant engineering, design, and support personnel. They would also have three to four years to make their game; Emergent had seven months.

Adam and the team prioritized what they wanted and needed for the demo. "We knew there were things that weren't going to make it in. We knew we were going to get some curveballs and would have to adjust." said Adam. "But that initial prioritization insulated us from the suckage we could have experienced without making choices up front."

The biggest challenge by far, though, was working on a demo and the technology it would run on at the same time. The team took even that problem head-on.

"LightSpeed is about empowering artists, programmers, and designers to do more, either directly or by enabling their work to see the light of day more quickly, without dependencies—not waiting for an overnight build or an expert in some arcane proprietary script. It was a nice parallel that we were able to likewise decouple development of the demo thanks to this partnership with Privateer Press."

BUILDING THE WARJACKS

Jeremiah and artist Nathan Bolt started looking at the four available digital Warjack models (the player characters) to see what work needed to be done. Four assets from the Cygnar and Khador factions were available from a previous Privateer Press CG video project: an Ironclad, a Lancer, a Juggernaut, and another new light Khador Warjack named the "Vandal" by Matt during the demo's development.

While the artists were happy to get digital assets as a starting point, there was a bunch of work still to be done to make them game-ready.

The original 3D models were far too high-resolution for video game use, and only two of the four were already textured. The first step in getting the Warjacks into the game involved drastically knocking down their polygon count (on average from several million down to 10–12 thousand), and then baking the hi-polygon information into a normal map. The next step was unwrapping the model, a process comparable to painting the metal miniatures that was particularly important for the models that already had textures.

These steps produced a Warjack model that looked nice but didn't move. The next step was rigging the model for animation. To oversimplify, this part of the process includes building a rigid skeleton for the model, binding the skin to the model, tuning the skin so the model deforms correctly as it moves, and finally setting up automation and animation controls.

Animation controls are pretty straightforward: artists can animate a single object, and that moves the character's foot and drives the animation on his entire leg. Automation involves setting features up to animate themselves so the artist doesn't have to set keyframes. The automation is a time-saving step, especially with characters like Warjacks, which have a lot of parts that move in predictable ways based on other parts, like pistons that always contract when a Lancer bends its arm.

Once the character was fully rigged up, artists made animation sequences for everything the character can do in the game. Since the scope of the demo is relatively limited, these characters don't have a lot of different animations (roughly 15 or so).

Once the character was completely animated, the last step was to add special effects. For the WARMACHINE characters, that includes the smoke and steam constantly spewing out of the top of their smokestacks (as well as fire and sparks), but it also includes things like the subtle dust clouds that emanate from their feet as they tromp around and some nifty energy particle effects for when they are impacted by spells.

ENTER THE CRYX

As cool as they are, the player characters aren't all that interesting without enemies to battle.

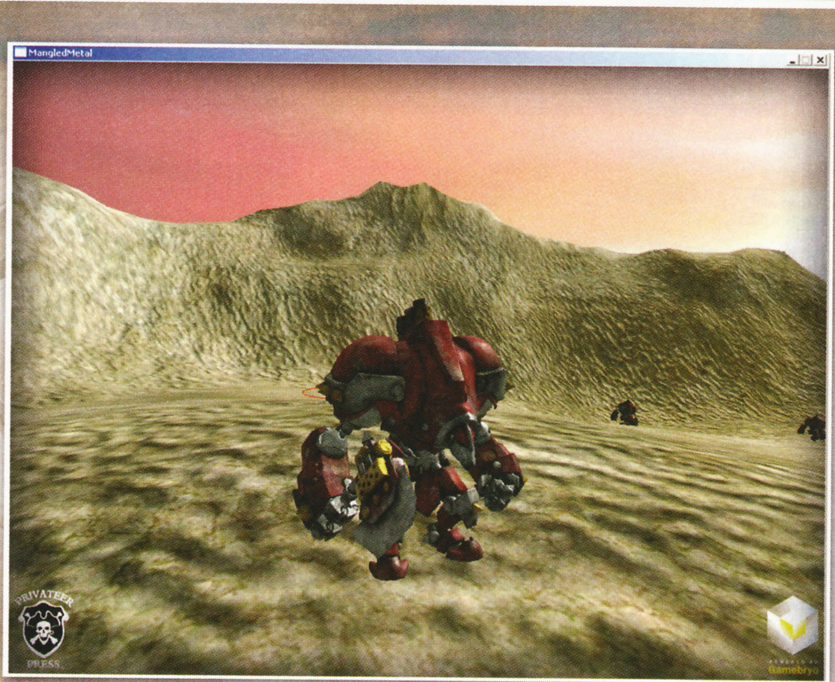
Thanks to the massive amounts of concept art provided by Privateer Press, Emergent was able to contract out additional art to development partner Shadows in Darkness, who created Cryx faction enemy characters (Deathrippers, Bloat Thralls, Reapers, and other characters that can be added to the demo later). The team prioritized the smaller, simpler Deathripper and visually interesting Reaper enemies to balance providing fodder for the player with intimidating enemies.

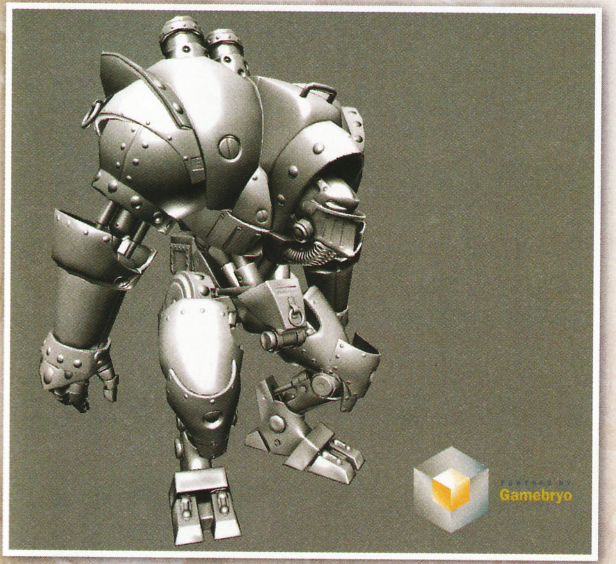
PRIVATEER PRESS
POWERED BY Gamebryo

DEVELOPING IN EARNEST

At the same time, Jeremiah started creating the level of the world itself—a giant "S" curve—including the terrain, textures, and multiple props and set dressings to give the world more depth.

Adam worked with partners who wanted to use Mangled Metal as a vehicle to show off their technologies also coming out at GDC. This included companies like





NVIDIA, whose partnership is responsible for the physical simulation in the demo, most notably the NVIDIA® PhysX™ ragdoll deaths and real-time APEX destructibility.

As the Gamebryo LightSpeed product itself took form, the team was able to start implementing gameplay, drop character assets into the world, and see Mangled Metal come to life.

THE CHALLENGES

Besides the challenges inherent with building a demo while building the technology that powers it (and the challenges of software in general), the team faced hurdles specific to the project.

Emergent needed to build the product so the demo would have something to run on, but they needed to build the demo to validate the product. The company needed to have a finished gameplay example to ship with the product, but they also needed to have gameplay examples that showed the new product and tools—and those examples might not be conducive to core gameplay. The company needed the product to look good but didn't want to divert too much time and money away from their core products to reach that goal.

"We needed to build compelling gameplay but make sure we weren't spending time on making a game that would take away from the product we're building for customers so they can make their own game," Adam said.

Those customers, who will get a reduced version of the demo as part of the Gamebryo LightSpeed product, are likely to be the demo's toughest critics. That's great, says Adam; Mangled Metal is meant to be a quick-start sandbox application for game developers to use to assess the technology they can use get their own content up and running.

THE CHOPPING BLOCK

The team had big plans for the GDC demo. Since prioritization of demo features had been done up front, when needed technology pieces weren't in place, other unforeseen dependencies didn't come online, or tools and workflow demonstration needs outweighed gameplay, cutting features was more straightforward.

Fans of WARMACHINE are probably curious about what might have been.

For one, there are additional completed models—variations of the Deathripper (Defiler), Reaper (Slayer), Bane Thralls, and a boss character the team is keeping under wraps for now.

Also, the team focused on the single player demo across multiple platforms this time, making the tough decision to cut multiplayer options. Other cuts included a robust spell system, the ability to switch out Warjacks while playing, and customizing Warjacks.

WHAT'S NEXT?

While a version of the demo will ship to licensees of Gamebryo LightSpeed, the version shown at GDC is more feature-rich. It includes additional components and partner integrations, particularly a user interface from Scaleform Corporation, APEX destructibility from NVIDIA Corporation, and audio mixing.

"We're going to be doing a few things with the demo," Adam said. "We're going to be bringing a bunch of the GDC functionality back into the product for the next version. We're hoping to package the GDC version so people get to play the PC version."

The biggest thing that could happen is outside of the demo team.

"One of the biggest goals of the partnership is to give digital life to WARMACHINE, and raise awareness for the IP in the PC and video game community," Adam said. "I'm hoping someone makes the full WARMACHINE game."

GLITCH IN THE SYSTEM

'Jack Quirks, Flaws, and Personality Traits

By Eric Cagle and Douglas Seacat • Art by Florian Stitz

In order for steamjacks to operate, they require highly advanced cortexes to function as their brain. These marvels of mechanikal ingenuity allow 'jacks to think and operate on par with other intelligent beings, at least in terms of the narrow range of skills required for their intended purpose. This includes understanding and executing the verbal commands of their handlers and determining friend from foe as well as gross motor skills like walking while avoiding objects. It is no wonder that its cortex makes up a substantial portion of the cost of a steamjack, as without one it is an empty steam-powered iron shell.

Performing the same duties day in and day out causes permanent imprinting on a 'jack cortex similar to memories in a living being, allowing the 'jack to learn. Time, damage, and repetition have a way of corrupting cortexes, however, especially in the lower grades. Without constant monitoring and repair, a steamjack may develop quirks and flaws in its cortex, which translates to particular behavior.

Described here are three different levels of quirks you can incorporate into the steamjacks of your Iron Kingdoms campaign, each with its own impact.

Acquiring Quirks

Higher-grade cortexes are more stable than lower-grade ones and are considerably less likely to experience severe quirks. Some quirks develop naturally over time, but they can also emerge as a result of other factors. Being forced to perform highly unusual tasks (such as a labor 'jack ordered to fight) might prompt a quirk to develop. Long exposure to an eccentric operator sometimes prompts quirks as a behavior modification. Quirks can also arise from a 'jack suffering damage, whether damage to its sensory apparatus or severe jolts that affect the integrity of the cortex itself or its connection to the systems. Any of these factors can prompt quirks to develop more quickly than they would from age alone.

Once a cortex develops two noncontradictory minor quirks, it will typically not develop more. Thus, an affected cortex generally displays a specific attitude, particularly as its minor quirks later worsen.

Cortex Grade	Quirk Accumulation Chance
Cupernum	**Minor:** Nearly guaranteed after 5 years of service (20% cumulative chance per year). **Major:** Every 5 years there is a 25% chance a minor quirk will worsen to major. After 25 years a cupernum-grade cortex will likely have a major quirk. **Severe:** Every 5 years there is a 10% chance a major quirk will become severe. A cupernum cortex in service for over 75 years is almost guaranteed to have a severe quirk.
Ferrum	**Minor:** Nearly guaranteed after 10 years of service (10% cumulative chance per year). **Major:** Every 10 years there is a 20% chance a minor quirk will worsen. After 60 years of service a ferrum-grade cortex will likely have a major quirk. **Severe:** Every 10 years there is a 20% chance a major quirk will worsen. After 110 years a ferrum-grade cortex can be expected to have a severe quirk.
Aurum	**Minor:** Almost guaranteed after 20 years of service (5% cumulative chance per year). **Major:** Every 10 years there is a 10% chance a minor quirk will worsen. After 120 years of service an aurum-grade cortex will likely have a major quirk. **Severe:** Every 10 years there is a 20% chance a major quirk will worsen. After 170 years an aurum-grade can be expected to have a severe quirk.
Arcanum	**Minor:** Almost guaranteed after 25 years of service (4% cumulative chance per year). **Major:** Every 10 years there is an 8% chance a minor quirk will worsen. After 150 years an arcanum-grade cortex will likely have a major quirk. **Severe:** Every 10 years there is a 10% chance a major quirk will worsen. After 250 years an arcanum-grade cortex can be expected to have a severe quirk.

Cortex Wiping and Quirks

In order to prevent 'jacks from acquiring quirks, arcane mechaniks rely on cortex wiping to restore cortexes to their "factory ready" state. Wiping a cortex is an expensive and involved process requiring the temporary deactivation of the 'jack so that its cortex can be removed, attended to by a highly skilled specialist, and then reinstalled.

The Fraternal Order of Wizardry has the most experience with this procedure of any nonmilitary organization. They charge up to 20% of the original cost of the cortex grade but can guarantee a cortex will be clean of quirks at the end of the process. Particularly old or physically damaged cortexes may still suffer unavoidable problems that wiping cannot fix, such as lowered operational intelligence. Other individuals or organizations offer less expensive cortex wipes but are less likely to be able to wipe out all quirks entirely.

Because cortex wipes also eliminate ingrained patterns necessary for a 'jack to become better at its job, most 'jack handlers see it as a measure of last resort. Even quirks affecting performance can be worked around in most cases. It not uncommon for an old labor 'jack to go to the junkyard without ever undergoing a cortex wipe. For that reason almost any 'jack in service for a substantial period of time can be expected to have picked up a few quirks.

A GM wanting to add some individuality to a labor 'jack or warjack PCs own or are in contact with can simply choose a few quirks from the list below or roll for them randomly according to the following table. When rolling for quirks, take initial results as permanent and ignore any new results that contradict them.

Minor Quirks

Minor quirks are trivial flaws that give the 'jack a form of personality. They have no impact on the 'jack's game statistics or the controller's 'Jack Handling skill checks.

%	Minor Quirks
1–5	Angry. The 'jack seems to simmer with hostility. It moves aggressively and can seem threatening or intimidating to strangers. This trait is less a problem with warjacks but can become dangerous with laborjacks if left unchecked, leading to the Explosive major quirk.
6–10	Caring. The 'jack seems fond of its owner and those associated with its owner (e.g., the Cygaran Army). It prefers being in close proximity to its owner and becomes listless if it finds itself out of sight of those who are familiar. If not repaired, this minor quirk leads to the Protective major quirk.
11–15	Cold. Although any 'jack can be considered emotionless, a 'jack with the Cold quirk cares nothing for the fate of others. It does what it is told and nothing else. This quirk must be repaired before the 'jack can be bonded with a warcaster. If left unrepaired, this minor quirk leads to the Cruel major quirk.
16–20	Distracted. The 'jack is easily distracted by shiny objects, strange people, or unusual noises. It has a tendency to wander off or stare off at nearby moving things instead of performing the task on hand. If left unrepaired, this minor quirk leads to the Spacey major quirk.
21–25	Excited. The 'jack acts energetic and brims with a "can-do" attitude. Unfortunately, this manifests in an inability to remain still for long, and a 'jack can become frustrated and agitated if it runs out of fuel or does not have any orders to carry out. If left unrepaired, this minor quirk leads to the Exuberant major quirk.
26–30	Focused. The 'jack performs its primary function with single-minded dedication. It gives additional time and care to make sure the job is done right the first time. Most owners are overjoyed with their 'jack acquires this quirk, but if unrepaired, it leads to the Compulsive major quirk.
31–35	Friendly. The 'jack seems to enjoy being around people. It may walk closer to clusters of people without prompting, particularly where people are talking. It might emulate human gestures, which can be dangerous if it tries to "shake hands" or give someone a friendly pat. If left unrepaired, this minor quirk leads to the Needy major quirk.
36–40	Gun-shy. The 'jack is startled by loud noises, bright lights, or violent situations. It avoids conflict and often seeks its controller in these situations. Warjacks with this quirk must be goaded a bit to go into battle. If left unrepaired, this minor quirk leads to the Cowardly major quirk.
41–45	Imitator. The 'jack watches its controller intently and picks up some of his mannerisms or traits. For example, a 'jack whose controller has a limp might limp as well even though there is nothing wrong with its leg servos. If left unrepaired, this minor quirk leads to the Copycat major quirk.

Continued on page 70

Minor Quirks continued from page 69

46–50	Inelegant. 'Jacks are not subtle entities, but this 'jack is particularly clumsy. It sometimes drops boxes, bumps into objects, and knocks over items. Laborjacks with this quirk are quickly reassigned from jobs that require finesse, such as working foundries or unloading crates. If left unrepaired, this minor quirk leads to the Clumsy major quirk.
51–55	Lazy. The 'jack avoids straining its servos with menial labor. It does the minimum amount of work required and must be constantly monitored by its controller to ensure it doesn't shut down or stand idle. The 'jack may even imitate humans by sitting or leaning against a wall when it is idle. If left unrepaired, this minor quirk leads to the Apathetic major quirk.
56–60	Particular. The 'jack prefers having things a certain way and becomes agitated when its routine is disrupted. For example, it might need to be coaled and watered in a very specific manner or seem concerned about nicks and scrapes in its paint. If left unprepared, this minor quirk leads to the Fussy major quirk.
61–65	Persistent. Once the 'jack makes up its mind what to do, it's very hard to get it to do something else. It typically excels at its given task but usually balks at doing anything else. If left unrepaired, this minor quirk leads to the Stubborn major quirk.
66–70	Pious. This is a specific variant of imitation, arising only where a 'jack would observe others at religious ritual. The 'jack apes these rites and postures. It may kneel or offer a gesture before holy signs or churches and make appropriate respectful postures toward those it recognizes as religious leaders. If left unrepaired, this minor quirk leads to the Devoted major quirk.
71–75	Proud. The 'jack is boisterous and bold. It shows a mechanikal pride when it performs well. A 'jack with this trait might "show off" if given the opportunity, trying to carry more boxes than it should or performing needlessly complex actions. If left unrepaired, this minor quirk leads to the Pompous major quirk.
76–80	Shy. The 'jack seems uncomfortable around people and even other 'jacks. It prefers working alone and can be slow in responding to commands by its handler. When surrounded, this 'jack becomes agitated. If left unrepaired, this minor quirk leads to the Sullen major quirk.
81–85	Twitchy. The 'jack is prone to jittery movement. It constantly fidgets and whirs its motors and servos and may pace, burning up additional fuel. It may acquire an unusual obsessive trait, such as flexing its fingers or scratching its head. If left unrepaired, this minor quirk leads to the Anxious major quirk.
86–90	Rough. The 'jack is particularly uncaring about precision or the frailty of objects and people. A laborjack with this quirk may drop crates instead of carefully setting them down, while a demolition 'jack may be unconcerned with the presence of others while it tears down a wall. If left unrepaired, this minor quirk leads to the Brutish major quirk.
91–95	Roll twice (ignore contradictory results).
95–100	Roll three times (ignore contradictory results).

Major Quirks

Major quirks have a much more profound impact on a 'jack's performance. A 'jack with a major quirk has adjustments to its statistics, and the controller often suffers a penalty (but sometimes a bonus) to his 'Jack Handling skill checks when ordering the 'jack to perform certain tasks.

%	Major Quirks
1–5	Explosive. The 'jack has an explosive temper and frequently strikes out without warning. If a creature the 'jack does not recognize moves within 10 feet, the 'jack must make a DC 10 Will save or attack the creature. If this happens, the DC of all 'Jack Handling checks increases by 5. If attacked, this 'jack may refuse to disengage until its adversary is destroyed or taken out of its sight. If left unrepaired, this major quirk leads to the Bloodthirsty severe quirk.
6–10	Protective. The 'jack is very protective of its handler and will try to stay close to him unless ordered otherwise. If within 30 feet of its handler, it gains a benefit identical to Improved Initiative to react to threats to him. If left unrepaired, this major quirk leads to the Fixated severe quirk.
11–15	Cruel. The 'jack seems to perversely delight in watching others suffer. A 'jack with this quirk cannot be bonded to its handler until repaired with a DC 20 Craft (Mechanika) check. In addition, it deals an additional +1d6 points of damage to all attacks, but all commands other than attack increase their DC by 5. If left unrepaired, this major quirk leads to the Sadistic severe quirk.
16–20	Spacey. The 'jack often forgets what its doing. It follows through on commands but ceases after 2d4 turns unless the handler succeeds on the initial 'Jack Handling check by 10 or more. If left unrepaired, this major quirk leads to the Absentminded severe quirk.
21–25	Exuberant. The 'jack takes immense pleasure in performing tasks for its handler. 'Jack Handling check DCs are reduced by 5. If left unattended without specific orders, however, after 2d8 turns the 'jack must make a DC 15 Will save or attempt to continue the last commands it was given. This might lead it to load more crates onto a ship than directed, for example. If left unrepaired, this major quirk leads to the Manic severe quirk.
26–30	Compulsive. The 'jack prefers one task to all others. Pick one command from the 'Jack Handling list in the IKCG. When performing any other command, the 'jack must make a DC 12 Will save after 2d8 turns or switch to the chosen command instead. The 'jack becomes very intent on the task set forth by the handler. If left unrepaired, this major quirk leads to the Obsessive severe quirk.
31–35	Needy. The 'jack feels the need to be around people or other 'jacks at all times. If left alone for over an hour the 'jack must make a DC 12 Will save or stop its current task and seek out its handler or others. If possible, it will attempt to carry out its orders while staying close to other people or 'jacks. If left unrepaired, this major quirk leads to the Smothering severe quirk.
36–40	Cowardly. The 'jack shows unnatural fear when confronted with violence. If attacked or ordered by its handler to attack, the 'jack must make a DC 12 Will save or flee in the opposite direction. If left unrepaired, this major quirk leads to the Craven severe quirk.
41–45	Copycat. The 'jack bases most of its personality on that of its handler and copies many of his motions and mannerisms. Whenever the handler is present, the 'jack must make a DC 12 Will save or it will start to imitate its handler instead of performing its ordered tasks. A second successful 'Jack Handling check will suffice to get it back on task. If left unrepaired, this major quirk leads to the Mimic severe quirk.
46–50	Clumsy. The 'jack's gross motor skills are seriously compromised. It drops things more often than not and has trouble ascertaining its proximity to objects and creatures. Reduce the 'jack's Dexterity by 2. If left unrepaired, this major quirk leads to the Maladroit severe quirk.
51–55	Apathetic. The 'jack moves only when absolutely necessary. All 'Jack Handling checks have their DC increased by 5. If left unrepaired, this major quirk leads to the Slothful severe quirk.
56–60	Fussy. The 'jack must have things "just so" for it to function correctly. The GM determines a particular "ritual" that must be performed in a certain order. If the handler does this, all 'Jack Handling checks for the day have their DC reduced by 5; they are increased by 5 if the ritual is not performed. If left unrepaired, this major quirk leads to the Demanding severe quirk.
61–65	Stubborn. The 'jack easily becomes set on a particular course of action. The GM picks one particular command from the list provided in the IKCG. Giving this particular command requires no 'Jack Handling check—it automatically succeeds. However, all other commands have their DC increased by 5. If left unrepaired, this major quirk leads to the Obstinate severe quirk.

66–70	Devoted. The 'jack is fixated on a particular set of religious icons and behavior. It refuses to take orders from its handler unless he wears and openly displays the religious symbol of the faith. It must make a DC 12 Will save when in the presence of anyone it recognizes as a priest of that faith or it will stop what it is doing to offer gestures of respect. If left unrepaired, this major quirk leads to the Fanatic severe quirk.
71–75	Pompous. The 'jack has a tremendous ego for an inanimate object. Unless its handler speaks to it in a manner it considers respectful it will ignore his orders. All 'Jack Handling DCs are increased by 10 unless the handler is willing to go out of his way to "ask nicely" and frequently compliment the 'jack. If left unrepaired, this major quirk leads to the Egomaniacal severe quirk.
76–80	Sullen. The 'jack hates being in the presence of others. If another person (besides the handler) or 'jack is within 15 feet, all 'Jack Handling checks have their DC increased by 5. If left unrepaired, this major quirk leads to the Withdrawn severe quirk.
81–85	Anxious. The 'jack is a ball of nervous energy. Reduce its Dexterity and Wisdom by 2. This 'jack will require 20% more fuel than an otherwise identical 'jack. If left unrepaired, this major quirk leads to the Frantic severe quirk.
86–90	Brutish. The 'jack is uncaring about precision or the safety of others. Reduce its Intelligence and Wisdom by 2. In addition, the 'jack handles objects so roughly that it effectively attacks them. If left unrepaired, this major quirk leads to the Wild severe quirk.
91–95	Roll again, plus once on the Minor Quirks Table.
95–100	Roll twice (ignore contradictory results).

Severe Quirks

A 'jack afflicted with a severe quirk is extremely difficult to give orders to and more often than not is dangerous to its handler and others. Unless otherwise stated, a 'jack with a severe quirk has all 'Jack Handling DCs increased by 10. Many of these quirks are bad enough to prompt a cortex wipe unless those working with the 'jack can find a way around them.

%	Severe Quirk
1–5	Bloodthirsty. The 'jack is too violent to be trusted. In certain isolated settings (such as lumber cutting work) this trait may go unrecognized until there are fatalities. If a stranger moves within 30 feet of a 'jack with this quirk, the 'jack must make a DC 15 Will save or attack the creature.
06–10	Fixated. The 'jack is obsessed with the well-being of its handler. Getting it to perform any action out of sight of its handler requires a DC 20 'Jack Handling check.
11–15	Sadistic. The 'jack exists to see others suffer painful, lingering deaths. 'Jack Handling checks for the "attack" command automatically succeed, and the 'jack gains +1d6 points in damage. However, getting the 'jack to perform any other command once engaged (including Stop) require a DC 20 'Jack Handling check. In addition, a 'jack that kills an opponent remains where it is for 1d6 additional rounds, pounding the deceased victim into paste.
16–20	Absentminded. The 'jack often stares off into space and tends to forget orders given to it. Reduce the 'jacks Wisdom by 4. In addition, every 2d6 turns, the handler must make another 'Jack Handling check to maintain the 'jack's current order. Failure indicates that the 'jack has ceased carrying out its current command entirely.
21–25	Manic. The 'jack overflows with excitement for performing tasks for its handler. 'Jack Handling check DCs are reduced by 10. However, if active and not given any orders, after 1d6 turns the 'jack must make a DC 15 Will save or try to repeat the last command it was given. This can become a problem if that is impossible. A 'jack previously ordered to load a ship with crates may start scrounging for other random things to put on the ship, such as the boxes in an adjoining warehouse, for example.
26–30	Obsessive. The 'jack is obsessive about performing a specific task. Pick one command from the 'Jack Handling list in the IKCG. When performing any other command, the 'jack must make a DC 15 Will save after 1d4 turns or switch to the chosen command instead.
31–35	Smothering. The 'jack cannot stand being more than a few feet from its handler. Whenever the handler makes a 'Jack Handling check that requires the affected 'jack to move more than 20 feet away from him, the 'jack must make a DC 15 Will save to do so. If it fails this save, it takes no action other than moving closer to its handler. The 'jack handler can overcome this with a second 'Jack Handling check with a 10-point penalty.
36–40	Craven. The 'jack is completely useless in the face of violence or even the threat of conflict. Military 'jacks with this severe quirk are always wiped. Any time a 'jack must make an Initiative check, it must make a DC 15 Will save or flee.
41–45	Mimic. The 'jack tries to emulate its handler as much as possible. Without orders, an active 'jack performs the same actions every round as its handler, pantomiming the motions if it is otherwise unable (such as casting a spell).
46–50	Maladroit. Wherever the 'jack goes, it leaves behind a wake of unintended destruction. Reduce its Dexterity by 4.
51–55	Slothful. The 'jack desires only to sit idle, burning through its supply coal and water. All 'Jack Handling checks have their DC increased by 15.
56–60	Demanding. The 'jack absolutely must have things a particular way. As with the Fussy major quirk, the GM determines a particular "ritual" that must be performed in a certain order. If the handler does this, all 'Jack Handling checks for the day have their DC reduced by 15; they are increased by 15 if the ritual is not performed.
61–65	Obstinate. The 'jack is completely set in its ways. As with the Stubborn major quirk, the GM picks one particular command from the list provided in the IKCG. Giving this particular command requires no 'Jack Handling check—it automatically succeeds. However, all other commands have their DC increased by 15.
66–70	Fanatic. The 'jack possesses the most extreme traits of a religious zealot. It automatically attacks anyone not readily apparent to belong to the faith upon which it is fixated upon, generally by being marked with that faith's chosen symbol. Getting the 'jack to cease attacking requires a DC 20 'Jack Handling check.
71–75	Egomaniacal. The 'jack overflows with self-importance. Reduce its speed by 10 feet to represent its peacock-like strutting and posturing. The 'jack retains the penalties of the Pompous major flaw. (Unless its handler speaks to it in a manner it considers respectful it will ignore his orders. All 'Jack Handling DCs are increased by 10 unless the handler is willing to go out of his way to "ask nicely" and frequently compliment the 'jack.)
76–80	Withdrawn. The 'jack cannot tolerate the presence of others at all. Anytime it comes within 30 feet of another 'jack or its handler, it must make a DC 15 Will save or shut down.
81–85	Frantic. The 'jack jitters and shakes so much it threatens to tear itself apart. Reduce its Dexterity and Wisdom by 2. The 'jack utilizes 30% more fuel than normal. In addition, it cannot perform full round actions—one of its actions must include a Move action.
86–90	Wild. The 'jack is downright dangerous when performing mundane tasks. Reduce its Intelligence and Wisdom by 4. Such 'jacks are generally useless for most tasks other than pulling heavy loads.
91–95	Roll twice on minor quirks and once on major quirks.
95–100	Shutdown. The 'jack's cortex is corrupted to such a degree that it automatically shuts completely down after 1d6 turns of activation.

THE PENDRAKE ENCOUNTERS:

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

The Efaarit

By **Luke Johnson** · Art by Brian Snoddy & **Chris Walton**

> *Hardy nomads, efaarit are one of the rare inhabitants of the eastern deserts that might not kill you on sight. The skorne hate them, as they prove intractable slaves. Anything the skorne hate looks pretty amenable to me, but the efaarit are inscrutable. They are as likely to attack an outsider as to request a trade, depending on their recent travails, their mood, and gods know what else. Approach them with caution.*
>
> *— Viktor Pendrake*

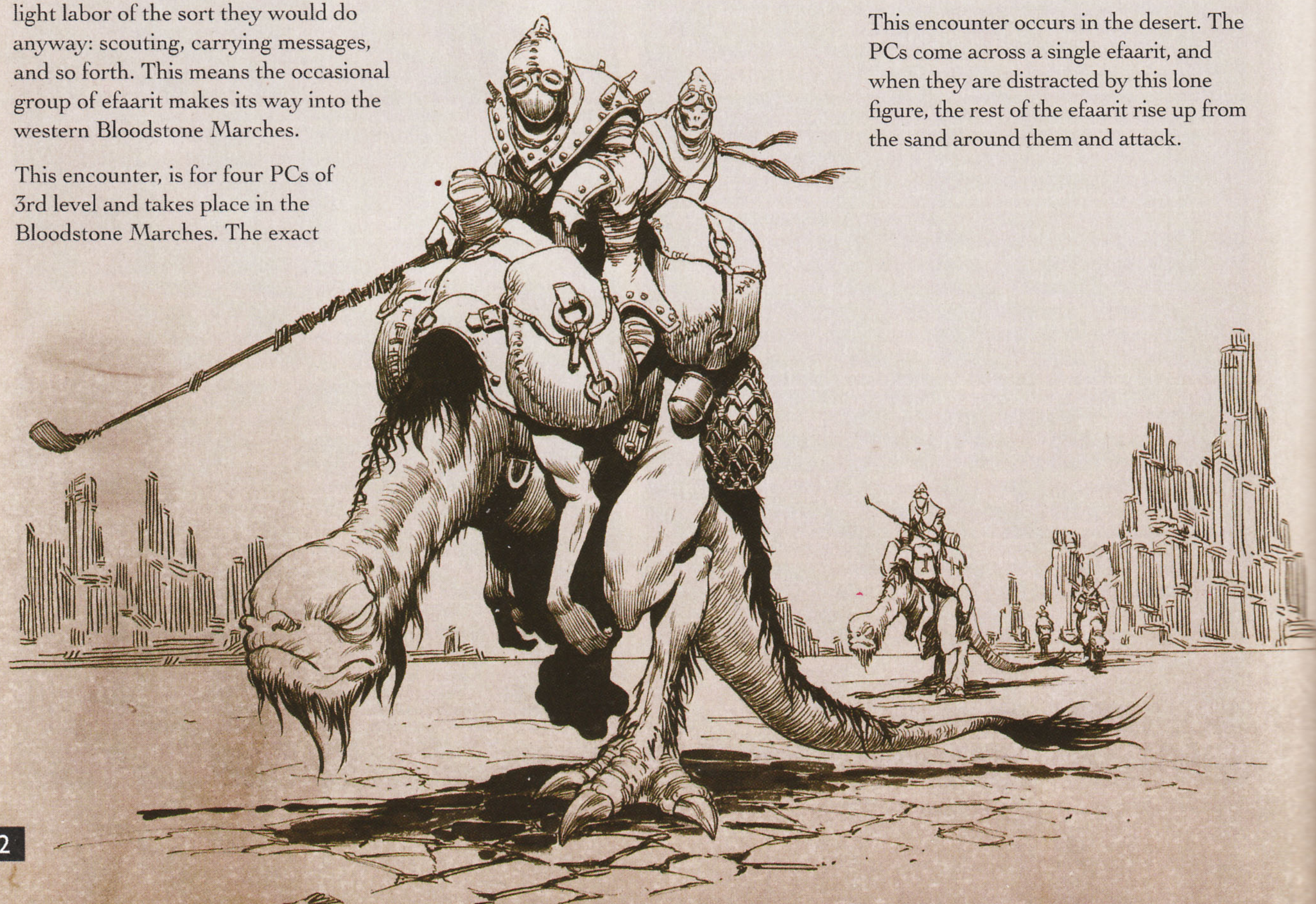
The efaarit are a nomadic race that wanders the Blasted Desert. Because they make poor slaves, they have an uneasy relationship with the skorne. A few have been conscripted into skorne service, however, wherein they perform light labor of the sort they would do anyway: scouting, carrying messages, and so forth. This means the occasional group of efaarit makes its way into the western Bloodstone Marches.

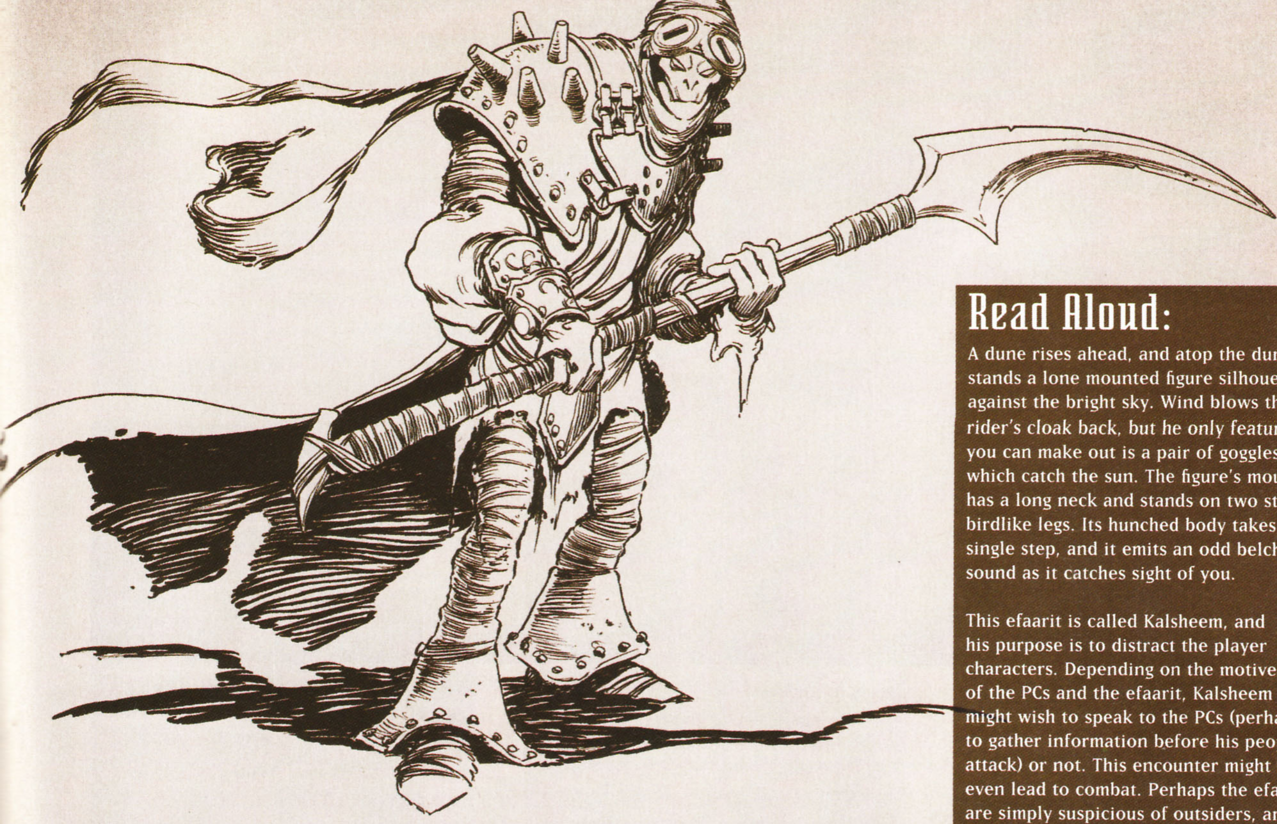
This encounter, is for four PCs of 3rd level and takes place in the Bloodstone Marches. The exact location is unimportant, but since the player characters are relatively low-level, place it reasonably near a settlement where they can rest and buy provisions.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. II* (in which the efaarit appears on pp. 62–63).

Encounter Background

This encounter occurs in the desert. The PCs come across a single efaarit, and when they are distracted by this lone figure, the rest of the efaarit rise up from the sand around them and attack.





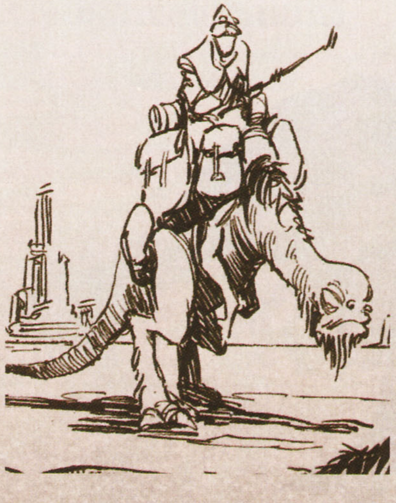
The PCs could be in the Bloodstone Marches for any number of reasons. Similarly, their encounter with the efaarit can be simply random and hostile, but it can be more meaningful if the characters are looking for efaarit and/or if the efaarit have a good reason to attack them. Some ideas include:

- The player characters are scouting for skorne activity in the Bloodstone Marches. They might know of the existence of efaarit; they might even be seeking them, hoping the nomads can provide some information about recent skorne movements.
- At the behest of a government or organization, the PCs are looking for a new source of raw materials—oil being the most likely candidate. The efaarit could attack because they don't want the player characters (or their masters) to take their resources.
- Someone close to the PCs has disappeared into the desert. Maybe this person did something to anger the efaarit and the PCs are looking to make amends.
- The efaarit hope the player characters can defeat a larger threat. They attack the PCs to make sure these outsiders are strong enough to handle this other danger. They aren't planning to kill the PCs, just test them.

The War Party (EL 4)

One efaarit appears at the top of a ridge astride his belcher mount. Presumably unknown to the PCs, the rest of the efaarit's war party hides in the sand and behind the dunes nearby.

When the PCs come within sight of the efaarit, read or paraphrase the text in the callout to the right.



Read Aloud:

A dune rises ahead, and atop the dune stands a lone mounted figure silhouetted against the bright sky. Wind blows the rider's cloak back, but he only feature you can make out is a pair of goggles, which catch the sun. The figure's mount has a long neck and stands on two strong, birdlike legs. Its hunched body takes a single step, and it emits an odd belching sound as it catches sight of you.

This efaarit is called Kalsheem, and his purpose is to distract the player characters. Depending on the motives of the PCs and the efaarit, Kalsheem might wish to speak to the PCs (perhaps to gather information before his people attack) or not. This encounter might not even lead to combat. Perhaps the efaarit are simply suspicious of outsiders, and Kalsheem is the first to speak to them (perhaps because of his command of common languages). If the PCs do not seem hostile, Kalsheem bids them good day, and the characters might never be aware that his men were waiting to ambush them.

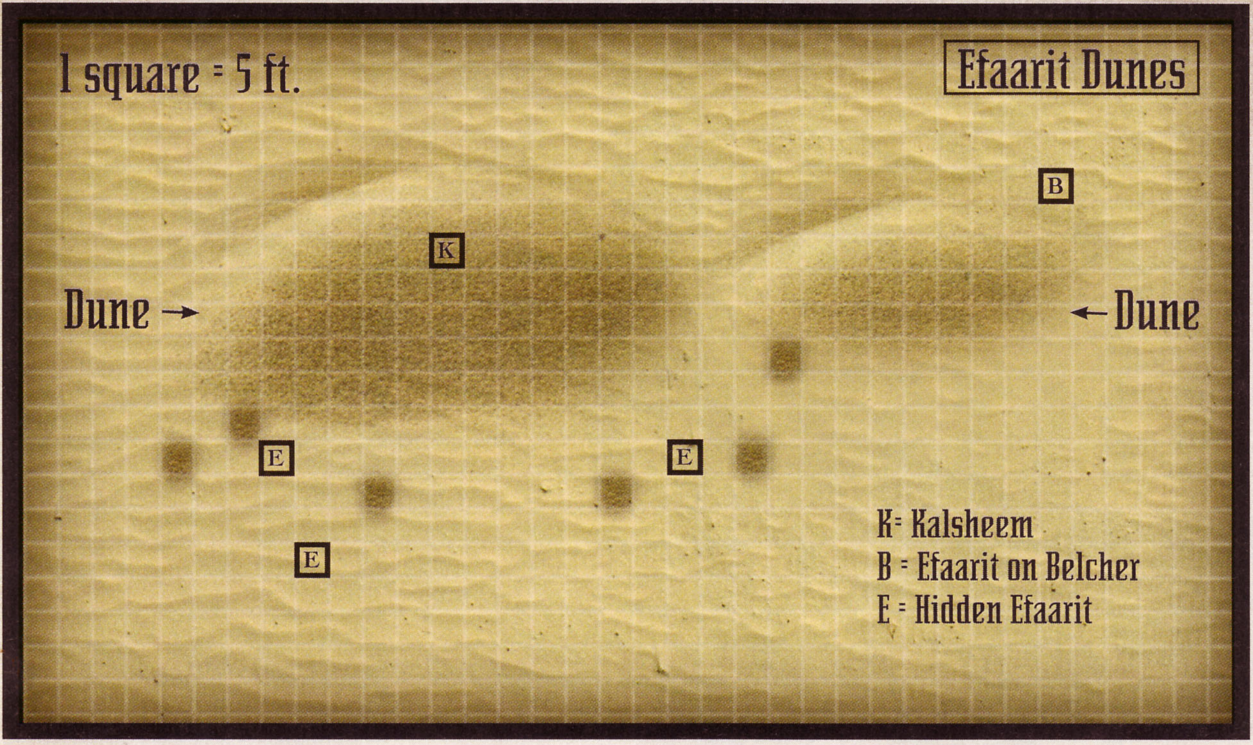
The characters might, of course, notice the hidden warriors. One remains behind a sand dune atop her belcher. Because she is out of sight she doesn't need to make a Hide check, though her Move Silently check is unaffected. (She doesn't move much, however, so she gains a +4 circumstance bonus on this check.)

The other efaarit conceal themselves beneath the sand in camouflage cloaks; these preparations provide them a +8 circumstance bonus on their Hide checks (total bonus +13).

If combat does occur, the efaarit initiate it and rise out of the sand. Read or paraphrase the following:

Read Aloud:

The nomad emits a strange, warbling cry quickly echoed by voices all around you. Dark figures rise from the ground, sand sluicing off their forms. They carry glaives and their expressions are grim. With a shout, another figure barrels around a dune atop one of the strange mounts, her weapon lowered as she charges toward you.



Conditions

The PCs meet the efaarit in the desert in bright daylight—or not, depending on the exact circumstances. In any case, illumination shouldn't be an issue. There are no walls or other obstacles, so if the PCs ride swift desert mounts they should simply be able to run away. The efaarit deliberately chose this location for an ambush, however, because of several natural features. Steep dunes and shifting sands make for unstable footing. In addition, the efaarit know that the dunes hide several sinkholes of quicksand.

Shifting Sand

Certain squares marked on the map denote shifting, unstable sand. This is difficult terrain. Note that because of their special sand walk quality, neither efaarit nor belchers suffer movement penalties in these areas.

Sinkholes

Other squares on the map indicate the presence of sinkholes. They appear to be unremarkable areas of sand, but a creature stepping in one is sucked partially beneath—and sinks fast. Since the efaarit know of the sinkholes and their approximate locations, they receive a +4 bonus on their Spot checks (total bonus +6) to notice them and a +4 bonus on their Reflex saves (total bonus +8) to avoid being caught in them.

Sinkhole: CR 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; target is entangled (–2 on attack rolls, –4 Dex) and can't move from its spot; these penalties increase by –2 and –4 each round; when the target's Dex reaches 0, it sinks beneath the sand and begins to suffocate; escape requires a DC 20 Climb check; Spot DC 24; Search DC 16; Disable Device DC 20.

Creatures

Remember that characters can use Monster Lore to realize some important points about the efaarit. The belcher is presented at the end of this article.

Efaarit (4): hp 11. See the *Monsternomicon Vol. II,* pp. 62–63, for the efaarit's statistics.

Efaarit on Belchers (2): CR 1/2; Small humanoid (efaarit); HD 2d8+2, hp 11; Init +1; Spd 20 ft. (4 squares); AC 15, touch 12, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Attk +3 melee (1d6/x3, double damage when used from the back of a charging mount, *az'tal*) or +3 ranged (1d3, sling); SQ low-light vision, dogged, innate direction, sand walk, scent, shallow breath; AL N; SV Fort +4, Ref +4, Will +1; Str 11, Dex 13, Con 12, Int 9, Wis 13, Cha 10.

Skills and Feats: Concentration +3, Handle Animal +3, Listen +1, Ride +4, Spot +1, Survival +1 (+7 to avoid getting lost); Endurance, Mounted Combat.

Belchers (2): hp 25. See below for the belchers' statistics.

New Creature—Belcher

Efaarit often ride strange, camel-like beasts. I call them "belchers" because of the noises they make; the efaarit call them *olgi'sar*.

Much like their riders these creatures are exceptionally hardy, especially in desert environments. They can survive days without food or water. They are omnivores and scavengers, though most of their sustenance comes from the patches of oil they find throughout the eastern deserts. Belchers are some of the rare creatures that drink the liquid.

Belchers aren't particularly dangerous, especially compared to the other beasts of the Blasted Desert. They prefer to flee from danger rather than confront it. When the efaarit train them for battle or when they are cornered, they lash out with kicks from their taloned feet. Their small arms are useless in combat; rather, belchers use them to pick choice bits of meat from carcasses. I've seen one or two displaying a rudimentary use of tools: poking through loose sand with sticks to find food.

Efaarit atop belchers often wield long, rod-like weapons they call *az'tal*. This weapon is ideal for mounted combat. (Use the statistics for a lance to represent an *az'tal*.)

Belcher: CR 2; Medium animal; HD 3d8+15, hp 25; Init +1; Spd 50 ft. (10 squares); AC 14, touch 11, flat-footed 14; Base Atk +2; Grp +9; Atk/Full Attk +4 melee (1d4+2, claw); SQ dogged, sand walk, scent, shallow breath; AL N; SV Fort +7, Ref +4, Will +2; Str 14, Dex 13, Con 19, Int 2, Wis 12, Cha 5.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

SQ—Dogged, Sand Walk, Shallow Breath: These qualities are identical to the efaarit special qualities of the same names. See the *Monsternomicon Vol. II,* pp. 62–63.

Tactics: The efaarit are accustomed to fighting in the desert and use every advantage they can get. The belcher-mounted efaarit attempt to charge whenever possible, putting their *az'tals* (see below) to good use. The other efaarit maneuver their opponents into the loose sand to hamper their mobility. Efaarit who spot the sinkholes attempt to maneuver their opponents into them. They prefer to flank and bring down weak characters like sorcerers and gunmages first, using their superior mobility to accomplish this goal.

The efaarit pursue fleeing enemies for 10 rounds before giving up the chase.

The efaarit are dogged opponents, but they are not stupid and have no wish to die. If reduced to 5 or fewer hit points, an efaarit retreats to the edge of battle and uses his sling; if targeted with additional attacks, he flees. If more than half the efaarit have fallen or fled and more than half the PCs are still up, the remaining efaarit surrender.

Remember that, depending on your desires for this encounter, the efaarit might not want to kill their opponents. They might wish simply to test their mettle, or they might want to capture them for some future purpose.

Treasure: One efaarit carries a *potion of cure light wounds* while another carries a *potion of cure moderate wounds.*

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- The PCs defeat the efaarit, but at least one survives. He carries word of these powerful newcomers to his tribe, which might go out of its way to avoid the PCs or to kill them. Word might also reach the skorne, who see able slaves in these untried adventurers.
- If the efaarit capture the PCs, they might do so to press the PCs into service. Perhaps a powerful beast has been preying on the efaarit, and the nomads believe the PCs can defeat it. Alternatively, the efaarit might sell the PCs to the skorne, simply leave them in the desert, or give them a message (from themselves or the skorne) to take back to western civilization.
- A Cygnaran noble hears of the PCs' battle and is interested—not in the specifics nor in the efaarit, but in the belchers. He wonders if Cygnaran forces might be able to tame and use these creatures, which seem hardier than horses. Perhaps they have an ability to sniff out oil reserves.

CHAMPIONS OF THE UNTAMED LANDS

INTEGRATING *HORDES: METAMORPHOSIS* MODELS

By David Dauterive • Art by Andrea Uderzo and Kieran Yanner

HORDES: *Metamorphosis* transmutes the primal forces of Immoren into something more powerful than the Iron Kingdoms could ever have imagined. Refined creations of pure destruction walk fearlessly across the land, servants become rulers, prophets become gods, and the mighty are humbled.

Metamorphosis introduces epic warlocks, character warbeasts, dragoons, units, and solos to your HORDES battles. Metamorphosis picks up where its predecessor *Evolution* left off, dramatically expanding on the savage war waged among the wilder factions of the Iron Kingdoms.

There's no way I could discuss all the new goodies in *Metamorphosis* in just one article, so I'll focus on the warlocks and character warbeasts for each faction. Along the way I'll include some tricks and tactics you might want to try, but I encourage you to explore the new material and develop your own unique play style. That's a big part of the fun!

TROLLBLOODS

Bottom line: the Trollblood kriels are mighty peeved. Tired of being pushed around by the wars of the Iron Kingdoms, the Trolls have decided to forge their own destiny, even if it means spilling the blood of former friends. Ancient allies and invigorated heroes have joined together to fight off the enemies that threaten them. For kith and kin!

Madrak Ironhide has truly become an avatar of death—for foes and allies alike. His new abilities interact to turn even a modest Trollblood army into an unstoppable force able to hack deep into ranks of enemies. A beefed-up unit of Kriel Warriors will benefit from Madrak's Elite Cadre bonus, which grants Knockback to their hand weapons. Combine that with Quick Strike and In Step, and the Kriel Warriors will be able to cover an additional 3″ of ground after a charge. If your troops are already engaged, pop Desperate Ground to clear some space and charge!

Rathrok's Awakening turns Madrak into a melee monster by granting him boosts and extra attacks and movement (through blood tokens). Madrak can cleave through an entire unit by himself and still save fury for potential transfers. This offensive power comes at a steep price, however; as Madrak is hit, he must remove a friendly Trollkin model within an inch from play. Tough rolls won't help here.

Hoarluk Doomshaper comes back as well—filled with the rage of the Dire Trolls, which he now excels at leading. His Scroll of Grimmr feat allows them to charge an unprecedented 15″ on the same turn he casts Mayhem. He also gains greater control over the ravenous Dire Trolls; they will never attack friendly models, which is useful if you plan to run them hot. Doomshaper also has access to one of the most visually impressive warbeast bonds ever: the ability to make nearly any attack look like a power attack. Pair up this nasty ability with a Dire Troll Mauler and watch the hilarity ensue!

The cantankerous Doomshaper remains a potent shaman, with a full arsenal of arcane and melee attacks. Primal Shock, for example, is just like having an arc node available. For this spell, the bigger the beast, the more powerful the spell! If you feel like playing dirty, charge Doomshaper straight at the nastiest warbeast in the enemy force, smack it with Willbreaker, and then aim that same warbeast at a model of your choice. Clearly Hoarluk has learned a thing or two from those humongous scrolls he lugs around.

Those who have dreamed of a portly Trollblood gypsy have gotten their wish! Calandra Truthsayer's arrival is a boon to her kin and a bane to her enemies. Her Good Omens feat is too modestly named: it makes her troops immune to Knockdown and allows them to ignore a killing blow on a roll of 3 or higher. Good luck dislodging that army from the battlefield!

Calandra is also the queen of rerolls, which is fantastic for Trollblood players with poor dice luck. If she destroys an enemy model using Salt, *all* Trollblood models in her control area get to reroll missed attacks. On top of that, Fate Bound enables her to spend fury points to allow allies another chance to hit. Surely you can't miss that critical roll three times!

Calandra is focused on keeping her friends alive, and a good defense certainly helps. Star Crossed works like Signs and Portents but in reverse. Combine it with Lucky Day (notice the trend here?) to make a Trollblood model incredibly durable. As if Champions weren't tough enough!

Believe it or not, there is an entity in Immoren even crankier than Doomshaper. The oldest Dire Troll walking, Mulg the Ancient is just brutal. His affinity is Cantankerous, for crying out loud! And it's a useful one: it allows him to get in a free attack against an enemy model that survived his first bone-crushing blow. Throw a Dire Troll Mauler's animus and Stone Strength on him and you are looking at a pretty P+S 23 attack from his Rune Club that has the chance to score a Critical Slam.

Though he has a ton of it, Mulg isn't just about raw offensive power. He also possesses two abilities that can neutralize the effectiveness of enemy warbeasts. The first, Runebreaker Scars, completely shuts down the animi of enemy warbeasts around him. The other, his Primal Stupor animus, lowers the threshold of surrounding enemy warbeasts—and if they fail their check they can't do anything! Use Doomshaper's Agitation to give more fury to enemy warbeasts than their warlock can leach.

I'll even share this Mulg trick. Look closely at Are You Going to Eat That? Now flip to Whelps and Alternate Food Source. Catching on yet? Use Whelps to chain up Mulg 4" and by the end of it Mulg can heal 2d3 damage. Insert big, toothy grin!

CIRCLE OF ORBOROS

With the ramifications of a strengthening Legion spelling only ill for Orboros, the Circle is marshaling its full might against the threat. Calling upon ancient rites, bloody sacrifices, and long-forgotten species, the Circle is ready to stem the tide of this blight and return balance to Orboros.

Kaya the Moonhunter is back, and this time she brought her friend Laris. Clearly the queen of Circle warbeasts, Kaya has greater control over her warpack than ever before. Dog Pile allows your warbeasts to gang up on a key target. Forced Evolution provides a strength bonus that stacks with Gorax's Primal and Warpwolf's Controlled Warping for P+S 20. That should leave a mark!

Combine Alpha, Call of the Hunt, and Spirit Shift from Laris to slam into the enemy and then melt away without fear of retaliation. First, charge in Kaya and all her warbeasts for free. Don't forget to pop her feat when she has as many friendly warbeasts in range as possible. Then safely Spirit Shift her back to Laris. Follow up by barreling your warbeasts into the enemy and putting them within 3" of Kaya when their activation ends.

Laris is a pet you will want to keep around. Beyond the defense bonuses granted by its Guard Dog, it also acts as an arc node for Kaya's spells and extends her control range for shepherding her warbeasts. Laris is an accomplished multi-tasker.

Kreuger the Stormlord has a great way to deal with enemies: lightning! Why should he get his hands dirty when he can zap his enemies and let his Tharn Ravagers literally get the jump on them? Instead, he likes to keep them at arm's length with abilities like Rag Doll and Hurricane, using Storm Wall for protection from enemy shots.

Speaking of Tharn, Kreuger also grants them Jump—one of the best ways to deliver models into the middle of the enemy. One handy trick is to combine Jump with the Shaman's Mass Carnage and Butchery while a White Mane grants the Ravagers an additional die on their first melee damage roll from Grim Example. They'll advance, jump, and start making attacks aplenty courtesy of the heart tokens you'll receive.

Don't forget to use Kreuger's Flight to its fullest by getting him where he needs to be—and out of where he doesn't. Kreuger is a tricky warlock, but if you can unlock his full potential, your enemies will surely tremble like the heavens.

For the first time we get to witness the raw power of an omnipotent, and we could not have been given a more brutal example of this ancient title than Mohsar the Desertwalker. Mohsar brings the desert's uncompromising sting not only to his enemies, but also to his allies. Clearly he believes in victory no matter the cost.

This play style is defined by abilities like Maltreatment and spells like Sands of Fate. Worried about your warbeasts frenzying among your own troops? Use Maltreatment to deal d3 damage to your warbeast and remove one fury point. Sands of Fate is a nasty delivery system that allows Mohsar to remove a friendly living Circle model from play and replace it with himself. Remember, flesh can easily be replaced; the power of an omnipotent cannot.

In typical Circle control fashion, Mohsar has the ability to create obstructions with Pillar of Salt. Use these to prevent enemy troops from charging or shooting at your forces, and with an impressive FURY of 8 Mohsar can completely block off 12" of the board. The Sunhammer spell makes your opponent question whether he should charge or even move his warbeasts or warjacks. Maybe d3 damage doesn't sound like much, but multiply that by the number of rounds they're in his control area and add any damage added on top and you begin to see the end result.

Megalith—with a name like that you can imagine the power of the mountains themselves. Boasting 35 Health, Megalith is easily one of the most durable models in HORDES, tough to uproot (pun intended) and even tougher to finally eliminate. Even more, every turn it heals d3 damage, ensuring it will be in the fight until it turns to rubble. An additional perk of this ability is that friendly Woldwardens in base contact with Megalith also heal this damage.

Take Megalith with Baldur every chance you get. Megalith gains Weight of Stone for -3 DEF to every model it hits with its Rune Fists, *plus* they become SPD 1. What's more, it becomes a monster with Baldur's spell list. Natural Power is a perfected Spell Strike, and Megalith can cast Stone Skin on itself for free, bumping it up to a hearty P+S 18 with 21 armor.

Worried about getting slammed and having your whole game plan ruined? Good thing you took Megalith! Its Rooted animus prevents such devious acts, allowing only you to choose how the model is moved. Your warlock gains this animus as a spell, too, so cast it on several models to create an immovable wall that does your bidding.

SKORNE

The Skorne race have forged their own path in the world. They have centered their entire society on one thing: battle. Under the new leadership of Supreme Archdomina Makeda, they will no longer be denied their destiny by the manipulations of man. They will have their victory, for defeat is simply unacceptable.

The new ruler of the Skorne, Supreme Archdomina Makeda exemplifies the tactical cunning of her people. She possesses deadly combat skills, tricks to enhance the effectiveness of her troops, and a spell list that ensures her forces will reach the enemy. Makeda has truly become a paragon of the Skorne.

Difficult terrain has been proving problematic for you? Just place Fortification on it and ignore it! Fortification also helps your models survive blast damage and prevents them from being made stationary. Trying to close on the enemy quickly? Road to War provides +2 movement on running or advancing. Pair Makeda with Praetorians to keep the pressure on your opponent. If they lose a model, the rest get a free move. Use this tactic to make sure you're within charging distance.

It is not only soldiers Makeda controls. Her warbeast bond allows her warbeasts to ignore effects that would make them lose aspects, so they're one hundred percent combat ready until you finally put it down. The handy Leash spell makes sure her warbeasts keep up with her by granting some free movement.

One does not gain the title "Lord Assassin" without being damned good at one's job. Morghoul has made assassination an art form. Shadowfall allows him to charge a target up to 14.5" away and doubles defensively as a great way to get out of sticky situations. Consider Extoller Soulwards a must-have: they grant Morghoul Ghost Sight.

Without a doubt, Morghoul has one of the most powerful feats in the game: Blackout, which blinds enemy models in his line of sight. It not only hamstrings most enemy attacks, but it also leaves your opponent wide open for a whopping. Use it to your advantage when delivering the killing blow, as it effectively bumps up Morghoul's melee attack to 12. Who needs to boost attacks at that point? If the outcome is still in doubt, you can always add the Krea's Paralytic Field.

Also noteworthy is the Lord Assassin Morghoul's Elite Cadre. All Paingiver units— including the death-dealing Bloodrunners—gain the benefits of this ability, which include +1 to their attack and command as well as Perfect Balance. Use these wonderful additions to the Skorne arsenal to open charge lanes for Morghoul; they can destroy a model and then have one of their own move out of the way.

Void Seer Mordikaar is a phenomenal support warlock for the unfortunate souls who serve him. Void Wind is a great defensive feat that makes his troops difficult to hit and pushes the enemy away from your front lines. Doom Mark, on the other hand, prepares friendly models for the charge with an extra attack die. Remember those problems you had with difficult terrain? Well, Void Walker takes care of them and even allows your Venators to shoot at silly creations like Feralgeists.

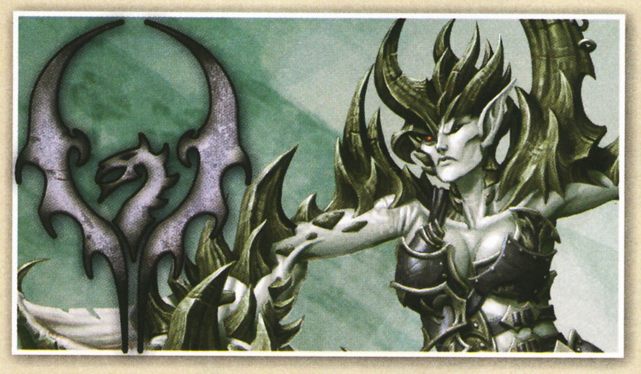
Perhaps Mordikaar's most unusual and powerful spell is Essence Blast. For the price of a friendly model, you can create a spray attack at 5 plus the base strength of that model. That might be an unfortunate Praetorian granting you power 11 or a heavily damaged Bronzeback Titan for power 18. Not only can the Void Seer snuff out life, but he can also temporarily give it, with Spirit in Amber. Make sure to time this spell so that key models are brought back when you need them, because at the end of the turn they kind of go back to being dead.

Make sure to load up on Void Spirits when using Mordikaar. Thanks to Void Lord, just being in his control area gains them boosted attacks. This couples quite nicely with Death Spirit, which makes Void Spirits potent assassins at Mordikaar's command.

Molik Karn is both a chieftain among Cyclopes and a king among warbeasts. What makes him truly scary is his potential to deal damage with Guided Strike. What this ability basically means is that any time Molik debuffs an enemy's defense, he effectively adds that much to his damage roll (in addition to any strength buffs he receives). With Lord Assassin Morghoul, a Basilisk Krea, and a unit of Paingivers, Molik can hit a target at an effective P+S 28 (Blackout, Death Warrant, Paralytic Field, Enrage) before dice are rolled!

Molik also grants a boon to your fellow Cyclopes, allowing them to use his command and threshold. That might not seem like much, but it comes in handy both when you roll command checks and when you run the Cyclopes hot. Finally Molik comes with Fate Ward, a great means of self-defense: for the cost of one fury point, enemy models cannot boost their attacks against him. Molik Karn is truly a lord of his kind.

LEGION OF EVERBLIGHT



The Messiah has come. Everblight has achieved the first stage of his metamorphosis using the anthanc of Pyromalfic. With Everblight infused with more power than ever before, no one knows what new blighted monstrosities he will unleash upon Immoren.

If you want to field a dragon, this is your chance. Well, Thagrosh, the Messiah is as close as you can get. He is death incarnate; nothing that strays within his reach is likely to survive. Beyond simply having a P+S 18 Reach weapon, he also has wings that enable him to close with any model, despite what might lie in his path.

Thagrosh is certainly a warlock you want to load up with warbeasts. His Dragon Storm feat allows all your warbeasts to advance and make an additional attack after all models have finished their activation. A nasty combination is to cast Glory of Everblight, use Black Chasm to try to knock down a foe, and then use Dragon Storm. Your warbeasts can run to close the gap and at the end of the turn pounce on your target. The best part is that when Thagrosh takes damage, he spawns a lesser warbeast (though thankfully for your opponent, only once!). This should always be a Harrier, as True Strike is too glorious an animus to pass up.

You'll want to put the Dragon's Blood spell on everything! Its +2 to friendly armor is only the beginning; it also carries with it the possibility of damage to an attacker from the tainted blood. Cast it on Swordsmen or Legionnaires to make your enemy think twice about striking back at them in close combat. Cast it on a Carnivean with Spiny Growth and you are looking at an armor 22 monstrosity.

Lylyth, Shadow of Everblight has honed her huntress abilities to a razor's edge. If you have dreamed of raining a torrent of deadly arrows upon your foes, she is the warlock for you. She can use her feat to unleash six shots, shimmying 2" every time she defeats an enemy. If you truly want to blot out the sun, combine her fire with that of two Deathstalkers, two Strider units (one with UA), Warspears, and full Archers with UA.

One of Lylyth's coolest new abilities is Arcane Archer, which enables her to use her rate-of-fire instead of fury to make magical attacks. There is a big difference between 8 and 5, especially when you have to choose whether to boost. Make sure to tag a model/unit with Pin Cushion before going to town. Anything you can do to shift the odds in the Legion's favor helps, especially when tackling more heavily armored enemies.

Lylyth's other ability of note is Game Hunter. This ability has a two-fold effect. First, it can rob a warbeast of its animus—which means the warlock can't use it as a spell. Second, it prevents the warbeast from healing for a round—which means the warbeast can't recover its effectiveness.

Absylonia is truly a terror. A perfect abomination even among her own kind, she has gained a degree of control over her blight and can warp her being to suit her needs. She is a monster in close combat and can spend fury points to grant herself Reach, Glide, Eyeless Sight, or Brutal Damage to ensure no enemy can hide from her. If she cannot quite reach her target, her Tendrils makes sure it comes to her.

Absylonia possesses great control over the Legion's warbeasts. Playing God grants a warbeast Reach and the ability to perform throws; imagine a Carnivean with really long thumbs! Her feat, Panacea, is trickier: It heals her of all damage, but if you put her in harm's way your opponent might destroy her before she can use it. She can then choose to heal all her warbeasts to full, taking damage again for each one. Timing is everything with a feat like hers.

The warbeast Typhon might not have wings, but its three murderous heads certainly make up for that. Everblight's newest creation rips into its enemies with a fusillade of blighted fire and gnashing jaws. Able to make any combination of melee and ranged attacks, it certainly is a versatile warbeast.

Typhon is also extremely hard to destroy. Excessive Healing allows it to recover from wounds and don't forget that its warlock can benefit from this ability as well. Grant it Spiny Growth from a nearby Carnivean, and it truly becomes a nightmare for your foes.

These *HORDES: Metamorphosis* VIPs have stepped up to the plate, but they are only the beginning. A slew of other powerful new models and units wait to be discovered. With these new tools at your disposal, your enemies will cower in fear. All you can ask yourself is: how much destruction will you unleash upon them?

Guts & Gears

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By **Colin Chapman** · Art by **Eric Deschamps** and **Matt Wilson**

Harrower

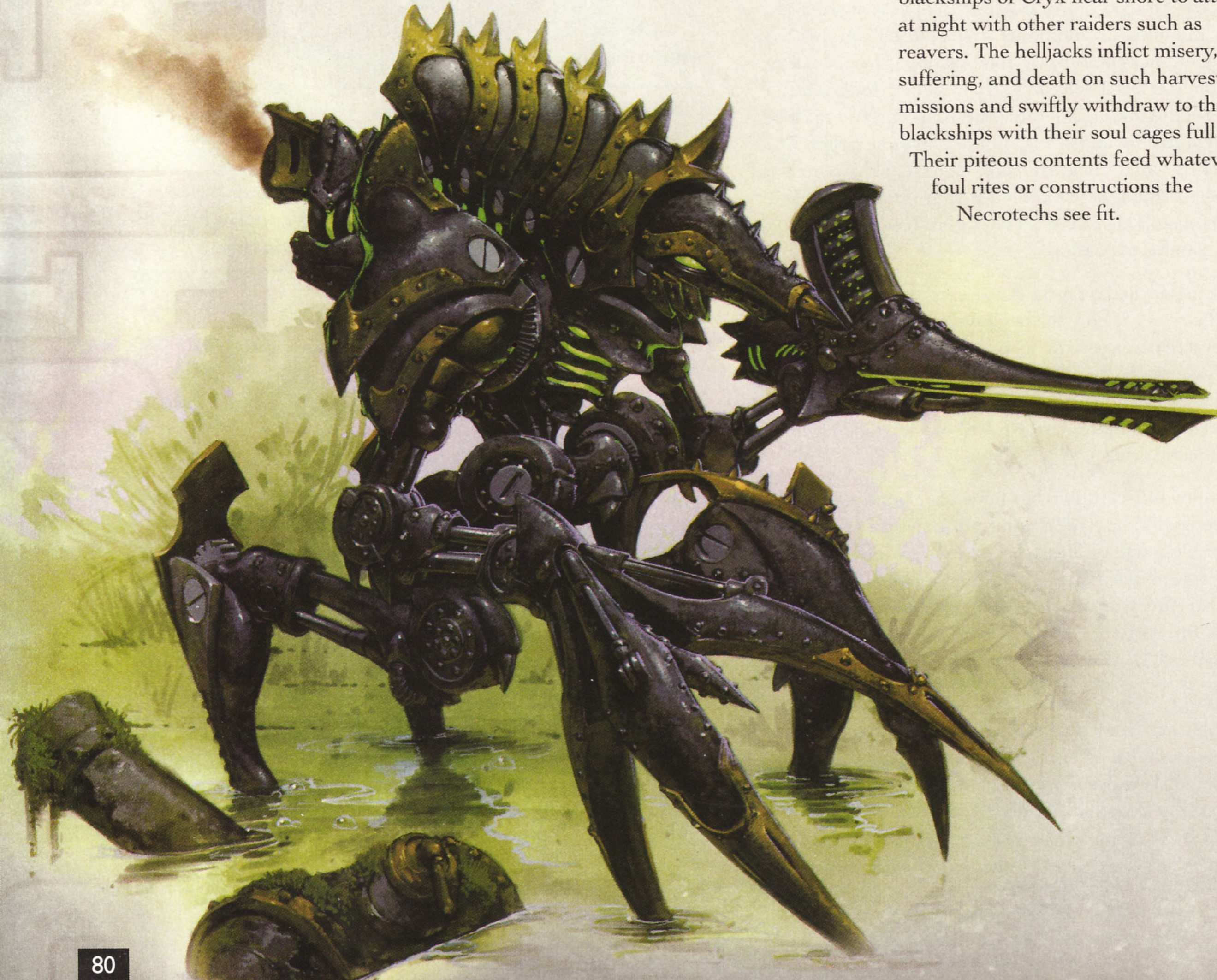
The tremendous agony suffered during death throes exponentially amplifies the power we can harness from an extracted soul.

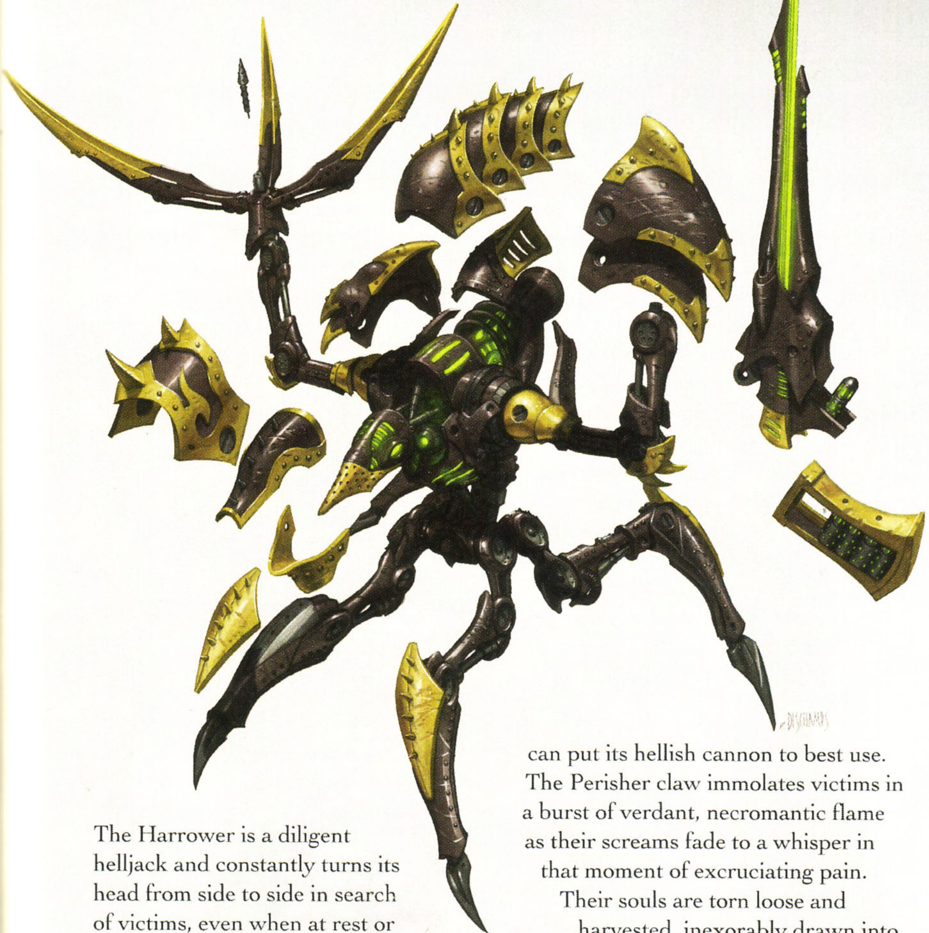
—Attributed to Lich Lord Daeamortus

Scuttling relentlessly atop four insect-like clawed limbs, the Harrower is a wicked construct of screeching black iron and brazen fittings. Its pointed proboscis-like head and pincer-like claw do little to dispel the disturbing image of some monstrous and vile arthropod.

The Harrower's black iron shell is mounted atop its four legs and balanced for superior mobility, with each leg moving with alien precision. This endows it with the frightening ability to pass freely through earthbound obstacles. Walls, boulders, trees, even swiftly flowing rivers—it scuttles through all without slowing, a sickening and vaguely disorienting blur.

Like the Leviathan, this helljack is also amphibious; its watertight furnaces can seal themselves for a short time as required. The dark waters through which it can move do not slow its movements, and thus it can emerge swiftly with barely a ripple to take its victims by surprise. For this reason, it is used extensively to raid coastal settlements, dropped off the ominous blackships of Cryx near shore to attack at night with other raiders such as reavers. The helljacks inflict misery, suffering, and death on such harvesting missions and swiftly withdraw to the blackships with their soul cages full. Their piteous contents feed whatever foul rites or constructions the Necrotechs see fit.





The Harrower is a diligent helljack and constantly turns its head from side to side in search of victims, even when at rest or surrounded by other Cryxian forces. Coupled with such focus is a horrendous cruelty. Unless needs are pressing, the helljack may toy with its victims by tormenting and torturing them, particularly if they are weak, young, or otherwise helpless. Not only does this seem to fulfill some infernal desire, but it also serves a very practical purpose: this helljack will slay such soft targets before it engages more capable foes to ensure its soul cages are full. Such torments are believed to make the stolen souls into superior fuel, and with such easy victims the Harrower can take more time to inflict suffering. Harrowers have turned villages near battlefields into charnel pits, but should such rich fodder be lacking, Cryxian commanders have been known to let their Harrowers batten upon the souls of their weakest, most expendable troops. The helljacks care not whose souls fill their cages, and it is these spirit repositories that combine with the 'jack's arsenal to make it such a fearsome presence on the battlefield.

The Harrower's Perisher claw is a scything trio of large pincers intended to grab, crush, tear, slice, and rip but also instrumental in ensuring the helljack can put its hellish cannon to best use. The Perisher claw immolates victims in a burst of verdant, necromantic flame as their screams fade to a whisper in that moment of excruciating pain. Their souls are torn loose and harvested, inexorably drawn into the helljack's many gold-runed and necrotite-lined soul cages, where they wail piteously and rage impotently against their containment. Little blessing is it, then, that these forsaken souls are soon annihilated, spent as ammunition in the Harrower's Mortifier. Even when a victim finds himself lucky enough to escape the Harrower's claw attack with only a wound, the supernatural nature of the helljack and its armament makes such wounds horribly slow to heal and prone to infection. Infused into the black iron of the Perisher claw itself, this taint is but a remnant of the process by which imprisoned souls are destroyed. It is the tattered shreds of those souls that inhibit the healing process.

For all its nightmarish power, the Perisher actually serves as the helljack's secondary armament. The Mortifier cannon is the tool that strikes real dread in enemy commanders. Highly advanced craftsmen, the unsleeping necrotech engineers painstakingly refined and produced this bizarre cannon. An accurate, effective arm, with every firing the Mortifier emits an ear-splitting, grating shriek so wretched and unholy as to cause nightmares in those who have heard it. It is most strongly abhorred, though, when it launches one of its dire Wraith Shots. The Mortifier draws out a soul trapped within the helljack's soul cages, consumes it, and uses its agonies to enhance its next shot. Accompanied

Harrower Large Warjack

Always N Large Mechanikal Construct CR 13

Armaments: Perisher (right arm), Mortifier (left arm)

Hit Dice: 18d10+30 (129 HP)

Immunities/Resist: Damage reduction 10/ Serricsteel, steamjack traits, construct traits

Senses: darkvision 60 feet, low light vision

Base Initiative: 0

Speed: 25 ft. (5 squares)

Armor Class: 23 (-1 Size, +1 Dexterity, +13 Armor), touch 10, flat footed 22

BAB/Grapple: +13/+26

Attack: Perisher +26 melee (2d10+9) or Mortifier +14 ranged (3d8)

Full Attack: Perisher +26/+21/+16 melee (2d10+9) or Mortifier +14 ranged (3d8)

Space/Reach: 10ft. by 10 ft. (10 foot reach)

Saving Throws: Fort +6, Ref +7, Will +7

Abilities: Strength 29, Dexterity 12

Cortex: Necro-cortex (Intelligence 12, Wisdom 12)

Special Attack: Mortifier, soul burning, soul gathering

Special Qualities: All terrain, amphibious

All Terrain (Ex): The Harrower ignores all movement penalties from terrain.

Amphibious (Ex): The Harrower does not have the Furnace Vulnerability trait and can move at full speed underwater.

Mortifier (Ex): The Harrower can fire this necromantic cannon to launch a powerful wraithlike round that can pass through intervening obstacles to strike its chosen target, creating an unholy explosion. This weapon has a range increment of 80 feet and can fire once per round. Mortifier shot unleashes negative energy that deals 3d8 damage in a 15 foot radius of its point of impact. When firing this shot the Harrower ignores cover and concealment. This weapon is treated as a deviating weapon.

Soul burning (Su): As a free action during a melee or ranged attack, a Harrower can consume up to 5 HD of souls it has previously gathered to gain +1 to its attack and/or damage rolls for each HD consumed, to a maximum of +5 to both attack and damage (requiring the consumption of 10 HD). A soul so burned cannot be resurrected or otherwise brought back to life.

Soul gathering (Su): A Harrower can trap up to 30 levels or HD worth of souls much like a soul cage (see MN1 p. 116), keeping them indefinitely. As a free action the Harrower can, after killing a living creature with a melee attack, gather the creature's soul into itself. The Harrower can perceive souls (as if affected by the *reveal souls* spell) within a 60-foot radius and as a standard action can gather any disembodied souls within this same radius.

by a flare of ghostly light from the Harrower's internal soulforge, this shot is unerringly accurate. Worse, the anguish of the spent soul is inflicted upon those hit, rending and torturing them. Even those not struck by the shot are far from immune to its terrible effects. The tortured wailing combines with cold emanations of suffering to strike terror into those nearby. More devastating yet, the Wraith Shot can target the seemingly protected, those "safe" behind other ranks of men. It passes unimpeded through any such obstacles before striking its target. More than once, a Wraith Shot has struck an unsuspecting commander when he thought himself untouchable. Both because the Wraith Shot is infused with soul energy and because it exists partially in the spirit realm, its passing does not go unnoticed. Each fired shell is a sickening blur that produces a momentary, chilling shudder in those it streams through—the same sensation as having someone "walk over one's grave."

The Harrower was first sighted a little over eight years ago, in 599 A.R., and little is known of its design and manufacture. Clearly, it is based upon the chassis of the Leviathan, which first came to the attention of Cryx's enemies during the Scharde Invasions of 596 A.R.

The advanced nature of the Harrower's Mortifier cannon, a device more developed than the helljack itself, points to a potentially long period of development, which in turn indicates that both the Leviathan and the Harrower may be older than commonly believed. Recently, scholars revisiting documentation of the Scharde Invasions uncovered several perturbing reports that could well support the likelihood of a longer operational history for the Harrower. Among other descriptions of the carnage of war, they found three separate reports of atrocities assumed at the time to be committed by Cryxian reavers and Leviathans. Only now has the eerie similarity of these accounts been noted and connected with current knowledge of the Harrower and its operations.

Each report concerns a separate coastal village on the fringes of the invasions, where conflict was light to non-existent and defending forces were thin if present at all. In each case every man, woman, and child of the village was slain. Strangely, the attacks appeared to have been carefully planned and executed to ensure no villagers could escape, a tactic not in keeping with the typical Cryxian coastal raids. Tracks left at the scenes indicated reavers and other mundane threats but also included the quadruple claw-like gougings of what were thought to be the newly encountered Leviathan helljacks. A single common fact in each case now indicates these were early field tests of the Harrowers: many of the corpses found had been sliced in trine. The methodical means of preventing escape in each of these three cases lends weight to this theory, as the Cryxians likely would have left no witnesses to divulge this new helljack's existence.

In more recent times, the Harrower has proven its worth to the Dragon-Father in the Thornwood, a field of engagement a far cry from its usual coastal environment. Much to the dismay of those facing the grim necrotech creation, the Harrower has proven adept at land-based conflict. It maneuvers deftly through obstacles and often strikes from within cover and moves back through before it can be countered. Its ability to strike at foes obscured behind ranks of other troops means it is frequently employed to devastate those enemy leaders and other elite forces. This tactic is intended to break enemy morale and destroy the enemy army's leaders, tacticians, and other potential threats before they can be brought to bear.

A thing of terror, the Harrower repulses any who know of it. Every commander confronting Cryxian forces regards its potential appearance on the battlefield with justifiable trepidation. That this helljack remains uncommon is the only salve against such dread.

Blackrock Reserves

Amid the swampy muck of Blackrock island, necrotechs set aside several Cryxian weapons caches comprised of lurking horrors awaiting the call to join raids on the mainland. While these older helljacks and bonejacks are part of the Cryxian Reserves under Lich Lord Scopulous, they are periodically "borrowed" by Lich Lord Terminus for coastal attacks. These machines demonstrate remarkable resistance to the natural corrosion of their environment, proving to be deadly and efficient despite discolored armor plating and the algae and lichen crusting their frames.

Harrower Tactics

By David Boeren

Cryx's Helljacks sometimes seem to get less attention than they deserve. After all, you've got to cram some arcnodes in there, plus some of the fantastic Cryxian solos, and how can you pass up their cheap troop selections?

The Harrower stands out as one of the more popular Helljacks though, a versatile design with a lot going for it. What impresses me most about the Harrower is the influence he exerts on the game. He's certainly capable of going in and killing stuff by the bucketload, but even when he doesn't your opponent always needs to be aware of his potential both in melee and at range.

Unsafe at any Range

One of the first things you'll notice about the Harrower is that he absolutely shreds enemy units in melee. With Reach plus Thresher, that can add up to a LOT of attacks. Elite high ARM melee troops tend to have lower DEF which means more hits and POW 16 is plenty for killing anything single wound. Shieldwalls send him into fits of glee, it's just more bodies for him to mow down. Not only will he inflict a lot of casualties, but he also collects soul tokens which can be used later for his Wraith Shot special ranged attack. Wraith Shot can shoot through enemy models and has automatically boosted attack and damage rolls.

Because his gun is an AOE, there is good potential for clearing out enemy troops as well as being able to threaten a shot on the enemy caster no matter how well he might be hidden. All Terrain and immunity to Knockdown complete the package. If necessary the Harrower may be Thrown or Slammed for extra mobility (but far more importantly it resists being Thrown or Slammed by the enemy) and should usually be lurking in terrain to protect itself from enemy charges while threatening a sizable 10" range with its claw.

The Harrower Today

Since he was first released, the Harrower's stock has only gone up. With a lot more multiwound infantry on the board, a high POW Thresher attack with Reach has become increasingly valuable and beasts can yield soul tokens for him too. Most of the new factions also sport single wound support units ripe for Wraith Shotting. Finally, several of the newer Cryxian warcasters are particularly good controllers for the Harrower as we will soon see...

Perfect Partners

The Wraith Shot is amazing, but situational. First you need to kill. Then you need to disengage. Then you look for your shot. It's potentially amazing, but when I look for good synergy I mostly consider what works best to augment Thresher and enhance his mobility. This improves his threat range and helps him find the best position to target the maximum number of enemies with Thresher.

- Deneghra has been a pretty good match with the Harrower since he first came out. She can reduce enemy DEF with Crippling Grasp or her feat and improving his odds of hitting is the biggest thing you can do for him. Also, both of these can be used to prevent enemy countercharges which will help keep him alive or help him disengage to use the Wraith Shot.
- Skarre is traditionally thought of as a troop caster, but with an average of 9-10 focus per turn she can actually run warjacks quite well and Dark Guidance helps your Thresher attack immensely. If you have the opportunity to Thresh some really big targets consider popping her feat that turn. Not only will you get POW 21 attacks (be sure to give him plenty of focus) but you'll also be sitting at ARM 23 which should weather counterattacks quite nicely.
- The Coven's Infernal Machine Spell is also very potent on the Harrower increasing his speed, his MAT, and granting Terror. Normally Terror is a minor perk, but if combined with Puppet Strings or some CMD reducing effect it's a nice advantage. Consider further that Thresher at MAT 7 is likely to produce a second CMD check for massive casualties and it's got real potential.
- Mortenbra and the Harrower go so well together they're like some undead version of Romeo and Juliet. Death Race grants extra movement and the potential to line up charges you didn't used to have a straight line for. Spectral Steel makes him tougher and he can ignore Free Strikes to gain a more favorable position for Thresher. Terminal Velocity for free boosted attacks and additional speed. And if all that isn't enough, she and her Necrotechs can repair to keep him in the action longer.
- If you need to use the Harrower again single extremely hard targets his POW16 may not be up to snuff. In these cases you will want to apply ARM debuffs. Don't overlook the potential to use models with Dark Shroud alongside him, with all the anti-infantry power you're probably packing some hard hitting Banes might be just the ticket to round out your list.
- If you're running either version of Deneghra and have some CMD debuffs, you might find a good opportunity to try this trick. Use Dark Seduction on an enemy unit. Go ahead and make use of them, but pack them together as much as possible and be sure they all have their backs to your Harrower. Then once they're done, walk up and Thresher the lot of them. It works best if you don't intend to upkeep anyway, you may choose to leave one model directly in front of the Harrower without his back turned - if you don't kill him you'll have yourself a handy shield against countercharges from other nearby models.

Painting the Harrower

Harrower of the Blackrock Reserves

By Todd Arrington

What You'll Need:

- Armor Wash
- Battlefield Brown
- Blighted Gold
- Bloodstone
- Bloodtracker Brown
- Brass Balls
- Brown Ink
- Cold Steel
- Cygnus Yellow
- Ember Orange
- Green Ink
- Ironhull Grey
- 'Jack Bone
- Matt Medium
- Menoth White Base
- Menoth White Highlight
- Meredius Blue
- Necrotite Green
- Ordic Olive
- Pig Iron
- Wyrm Green
- Yellow Ink

Basecoat

Base the brass with a mix of Brass Balls and a touch of Blighted Gold. Base the silver areas with Pig Iron, the "necro glow" areas with Cygnus Yellow, the furnace rib cage with 'Jack Bone, and the iron areas with Ironhull Grey.

Colors Used:

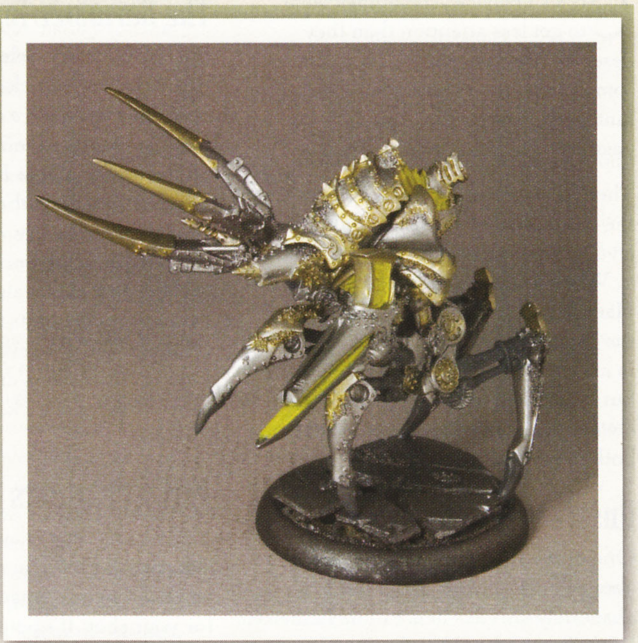
Brass: Blighted Gold, Brass Balls

Silvers: Pig Iron

Necro Glows: Cygnus Yellow

Furnace Rib Cage: 'Jack Bone

Iron: Ironhull Grey



Shading

Wash the brass and silver areas with a mix of one-part Ordic Olive, two-parts Armor Wash and a touch of Green Ink and Brown Ink that was mixed on the side. Apply a second wash of Meredius Blue and Armor Wash to the brass areas. Create a glaze of Necrotite Green and Matte Medium and apply it to the main furnace and rib cage bone. Wash the iron areas with a mix of Bloodtracker Brown and Matte Medium. Base the mossy areas with Wyrm Green.

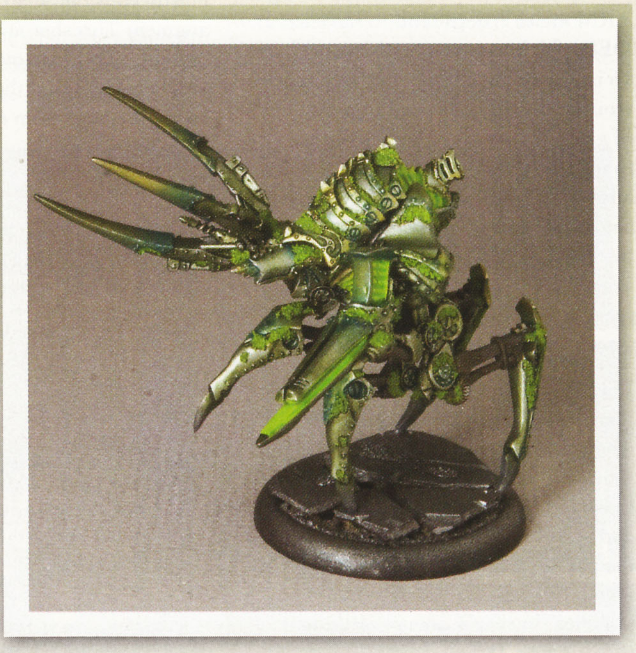
Colors Used:

Brass and Silver: Armor Wash, Brown Ink, Green Ink, Ordic Olive

Necro Glow and Furnace Rib Cage: Matte Medium, Necrotite Green

Iron: Bloodtracker Brown, Matte Medium

Moss: Wrym Green



Highlighting

Sparingly highlight the flat portions of the brass areas with a mix of Brass Balls and Cold Steel. Do the same with the flat portions of the silver areas with just Cold Steel. Highlight the furnace rib cage with 'Jack Bone and the iron areas with Ironhull Grey. Was the moss with a mix of Brown Ink, Green Ink, Yellow Ink and Matte Medium. To create rust, water down Bloodstone to the affected portion. Then, use a clean damp brush to pull out streaks in the wash.

Colors Used:

Brass: Brass Balls, Cold Steel
Silver: Cold Steel
Necro Glow: Cygnus Yellow
Furnace Rib Cage: 'Jack Bone
Iron: Ironhull Grey
Moss: Brown Ink, Green Ink, Matt Medium, Yellow Ink
Rust: Bloodstone

Detailing

Detail the brass and silver armor edges and rivets with Quick silver. For the necro glow, mix Menoth White Highlight with a touch of Cygnus Yellow and highlight sparingly. Highlight the furnace rib cage and iron areas with Menoth White Highlight. Create a mix of Menoth White Base and Wyrm Green and drybrush the moss. For the rust, use the same technique described above, but utilizing Ember Orange. To create mud splattering, water down some Battlefield Brown. Then, dip an old toothbrush into this mix and flick small amounts on the lower portions of the legs. Finally, highlight the static grass with Menoth White Base.

Colors Used:

Brass and Silver: Quick Silver
Necro Glow: Cygnus Yellow, Menoth White Highlight
Furnace Rib Cage and Iron: Menoth White Highlight
Moss: Menoth White Base, Wrym Green
Rust: Ember Orange
Mud Splatters: Battlefield Brown
Static Grass: Menoth White Base

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

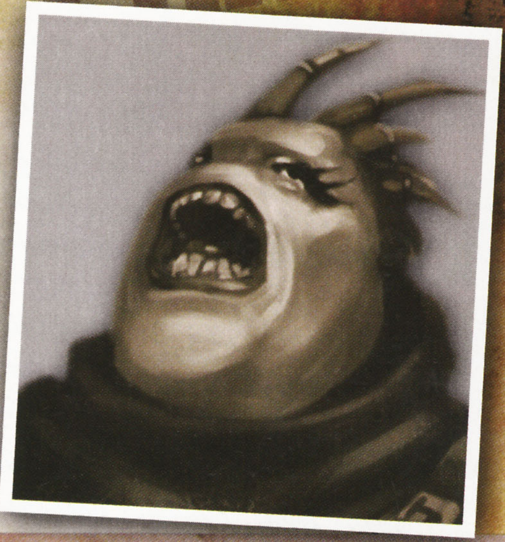
The Gavyn Kyle FILES

Transcribed by **Douglas Seacat** · Art by **Chris Walton**

GRISSEL BLOODSONG

There are a variety of obstacles to acquiring detailed information about significant trollkin leaders. Fortunately, there is ample evidence of Grissel Bloodsong's early travels due to her regular employment as a mercenary when she was younger. It is worth bearing in mind that trollkin live considerably longer than humans on the average, and the mercenary life is a tough one. Those I found who claimed to have fought alongside her in those earlier years are now aging, retired, and prone to colorful exaggeration.

—G.K.



Grissel Bloodsong Summary

Year of Birth: 554 AR

Location: Northern Khador, near Ohk

Kith & Kriel Notes: Grissel's original kriel affiliation uncertain; any of several kriels directly north of Ohk, along the Wolveswood River. No indication of ongoing contact or loyalty toward those kriels. Seems attached to kriels formerly native to the Scarleforth Lake region. Grissel may have settled here by 597 AR. Her quitari pattern is associated with trollkin of the Claysoil Wash River. Prospective mate named Turgol Redeye died in 606 AR in a skorne attack in the region. Bloodsong rallied nearby kriels in defense against skorne incursions but was eventually pushed west. Joined Madrak Ironhide's Thornwood kriels in the Glimmerwood region. Credited with leading attack in 607 AR liberating Ternon Crag from skorne occupiers. Appears to have been taken on as a lieutenant by Madrak Ironhide during his occupation of Crael Valley (607-608 AR).

Mercenary History: (All dates conjectured.) Affiliations vary. Wolves of Kos (Ohk), 577-579 AR; Carre Dova Blades, 579 AR; Leatherskin Irregulars (Ceryl), 579-582 AR; Mercarian League (Mercir), 584-588; Farston Escorts (Clocker's Cove), 590-592 AR; Stormwall Protectors (Caspia) 593-595 AR.

The Order of the Fist is one of the most recently founded of the Protectorate's martial orders, and it deserves some examination to better understand Amon. I found this intercepted correspondence attached to a report from a Cygnaran Reconnaissance Service agent about this monk. The author of this letter was an Ordic Menite priest from a temple near Berck. He clearly spent some years in the Protectorate before he returned to Ord to serve as a missionary for their zealous interpretation of the faith.

Fell callers are sometimes called the "sons of Bragg," a colorful aphorism but perhaps with historical validity. There is evidence Bragg actually existed and had an unusually large number of offspring, scattered across trollkin communities throughout western Immoren. Why he and certain random inheritors are blessed with the ability to manifest supernatural vocal intonations is a mystery. The folklore depicts an incident where Bragg was nearly cut down in a battle against a swarm of human bandits. Bragg's bellowing was heard by Dhunia herself, prompting her to intervene by sending her strength into his calls. It may seem more logical to ignore this legend and infer fell callers manifest some variant of sorcery, but they lack the distinctive albinism characteristic of those born with that power.

As the aphorism suggests, females appear to be born with this ability less often than males, although individuals like Grissel Bloodsong are not unheard of; legends name several prominent female fell callers. As with the males most such stories end in tragedy. Indeed, northern Khador's Scarsfell Forest, where Grissel originates, harbors a superstition that female fell callers bring bad luck. I suspect this is a cultural repercussion of the fact that fell callers usually feel a compulsion called "wanderlust," which drives them to forsake the comfort of kriels and settlements for constant travel. This goes directly against ingrained elements of kriel society, which emphasizes the local community above all else. Females with such wanderlust feel the conflicting pressures most particularly.

While it is true that kin of the Scarsfell are less friendly with humans by and large, there exists a long tradition of trollkin mercenaries seeking work in Ohk. Despite the efforts of the Scarsfell elders, many young kin feel the urge to leave kriels and take up this trade, which promises both wealth and excitement. Ohk is a good market for such work, given the harsh nature of both the northern wilds and the nearest ocean trading lanes. On land human outlaws and bandits are common in this region, while at sea there are plentiful pirates and villainous merchants. A trollkin warrior can find warm welcome and opportunity among battle-ready mercenary companies that regularly battle these criminals.

So far as I can tell, "fell callers" are a distinctly trollkin phenomenon, one that no one seems to know much about. The following is an explanation sent to me by an erudite trollkin contact I've found useful for such topics. After receiving a higher education at Corvis University he made it his life's work to document the unwritten sagas of various trollkin kriels in the wild.

As near as I can reconstruct, Grissel enjoyed mercenary work and living alongside humanity until she moved to Caspia. That city's crowded confines seem to have eliminated any tolerance she had gained for human company. Accounts I've gathered from her mercenary days suggest she enjoyed life at sea, so her move to the Bloodstone Marches seemed peculiar. Looking into this period more closely I came across the following letter, dated 595 AR, sent by her last mercenary employer. I found this in the meticulous archive of that company's owner, who still resides in Caspia.

Grissel Bloodsong,

I hope this letter finds you well. While I realize you stated you were firm in your decision to give up the mercenary trade, I must make one more attempt to persuade you. Since it has been some months since your departure from Caspia, I hope you might have had reason to reconsider. I find it difficult to believe that life near that decrepit cesspool called Ternon Crag would have lasting appeal for someone of your capabilities.

I am cognizant of the suffering you endured during the Warehouse Dock Riots, for which I take full responsibility. I can offer no good excuse for the poor manner in which our men reacted to that accident whereby you fell into the river and were dragged downward by a weighted net. The delays to recover you were unacceptable. It was a miracle that you survived and I know keenly the horror you must have felt while trapped and facing imminent drowning. I have had a brush with similar circumstances and it certainly cured me of any desire to spend a life at sea.

Believe me when I say I can find work for you entirely unrelated to protecting ocean-going trade. We have branches in less crowded environs than Caspia, including Clocker's Cove and Highgate. We could use your skill, and I am willing to offer excellent compensation for it: a senior captaincy post with generous terms, at fifty-percent improved over your previous contract. I am sorely in need of those who can lead others without corruption or graft. Consider my words, and I eagerly anticipate your reply.

Respectfully,

Havis Klineborne

Commander, Stormwall Protection, Caspia HQ

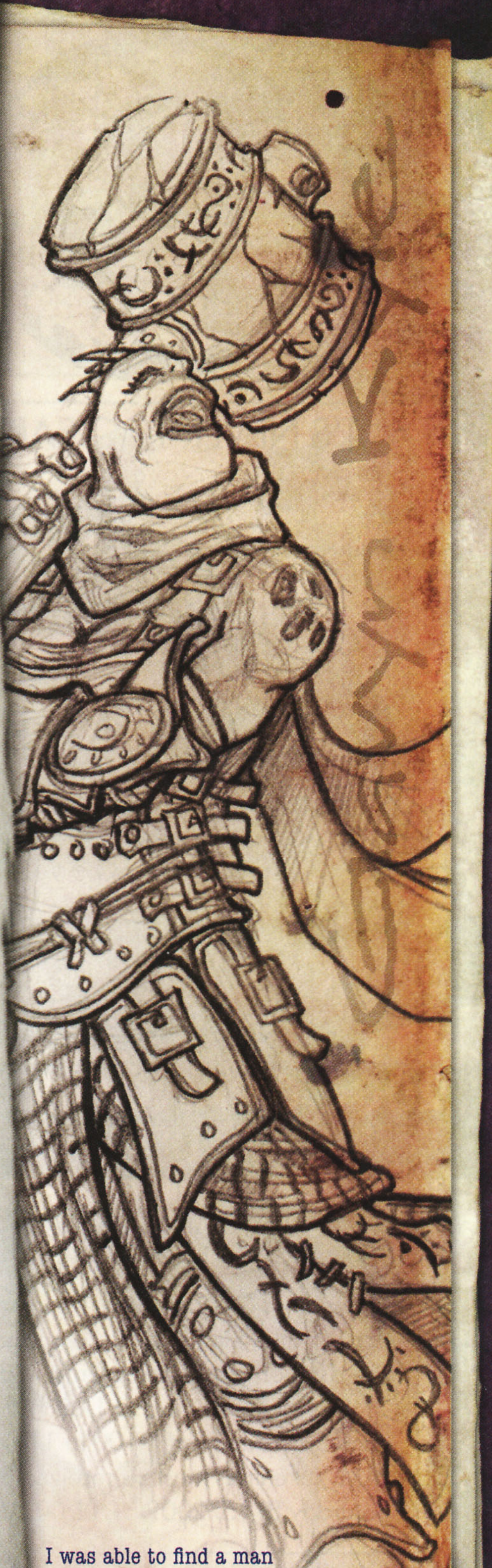
This is the only mention I have found of this incident, but it does make me wonder if Grissel suffers some lasting fear of drowning, or at least a discomfort or aversion to the water. Of course she lived very close to Lake Scarleforth, so it may suggest nothing. Still, it is no doubt an interesting anecdote that might have bearing on her change in geography and profession.

Attaining firsthand reports of Grissel since she became more tightly affiliated with her people has been more difficult. There is no question she has inspired a higher-than-ordinary degree of loyalty and devotion. It seems to me that her followers are even more dedicated than those sworn to the notorious chieftain Madrak Ironhide. I nearly had my head taken off by one particularly overprotective warrior at a settlement near Ternon Crag just for mentioning her name without due reverence. After considerable appeasement, reassurances, and a shared drink to settle his nerves, the offended trollkin provided the following account.

You need to understand, Grissel Bloodsong is a savior. I mean that. She saved my life. More than that, she gave me reason to live. Our kriel was massacred almost to the last by skorne, but Grissel kept us from despair. She fought at our side, lifted us to fight again. I was broken, my spirit gone, and she restored it. It was not just her calls that pushed us on in battle. It was the light in her eyes, the determination we saw in her even against impossible odds.

We fifty against a thousand skorne? No problem. Stand on the hill; be ready for the charge. Keep your weapon sharp. Remember who you are. Think only of the enemy in front of you, not the one behind him. She told us these things, and we believed. We had pride. We fought on for those who could not, every blow to us repaid in kind. We became something greater than we had been.

I will never go back to my old life, not because my kin are dead but because I have chosen to fight at her side, wherever she goes. I only came here to gather other kin and convince them to join us as well. I am sorry I threatened you when you said her name. But know this: any enemy of Grissel is the enemy of us all. We will never let her fall, since she stood by us when hope was lost.



I was able to find a man who had personally fought alongside Grissel Bloodsong while both were with an Ordic mercenary company that hired out to protect mercantile shipping. His is a colorful tale, and I make no claims as to its veracity. Other sources confirm that Grissel worked for both of the companies mentioned, at the least. The following is a transcript of his account.

Grissel! 'Course I remember her! Who could forget that woman–or her voice? Could knock an ale stein clean off the bar with her laugh alone. She came to us when she was young, but she already had more clout as a merc than most young pups. Came to our Carre Dova Blades after a stint up in Ohk with the Wolves. Walked up to our captain and set down five Marred Talons in front of him. Captain Torleso's eyes about fell out his head.

You don't know what I'm talking about? Marred Talons and the Wolves of Kos? That was how the old Kossite captain used to reward his best men. Ask me, it was a clever way to avoid paying them more. He'd take a gold talon–Khador's like to our royal crown or Cygnar's crown–and give it a solid whack with that gigantic steel hammer of his. It had a pattern of raised edges that would wreck the face of the coin. Then he'd punch a hole in the gold and bind it with a red strip of leather. Shoddy gift, you ask me, but he'd only give 'em out to those who surprised him with skill in battle, like if they saved his own arse or killed a score of enemies.

Wolves used them as proof of bona fides. A man with a Marred Talon was always worth hiring at full share. Wolves had a powerful reputation in those days. Hellish dangerous company, crappy pay, good chance of getting killed. No one stayed with 'em long, but every sell-sword come out of that company was hard as nails. Never heard of anyone with more than two Marred Talons. Here she was with five.

Torleso hired her on as a lieutenant, no questions asked. Riled up the others something fierce, but Grissel took no mind. Lot of the boys resented her until we got in our first scrap. An ocean job, aboard an ugly galleon called the Hinterland, sailing north. We got hit by pirates not four days out–a starving and wretched lot outnumbering us four to one. Had a half-crazed look in their eyes that told us there would be no quarter. They came scurrying across the ropes onto our deck like crabs, blades slashing.

Up steps Grissel to smash them to paste with that god-awful maul of hers, all the while bellowing to wake the dead. Felt like a gong had sounded in my skull. My ears bled, but my limbs got fired up and I started laughing as I hacked into them. Like being drunk but with no unsteadiness, no blurred vision. I looked over to see Grissel leap across to the enemy deck–Morrow is my witness. Landed right by its captain. She reared back and smashed her hammer straight onto the top of his noggin. His head popped down into his ribcage, like he was a turtle hiding from her. I kid you not! His body stood a minute, nothing up top, then fell off into the waves. Never seen anything like it. Then she bellowed and half the ship exploded to splinters. She grabbed a line to pull herself back aboard as the pirate ship sank behind her, destroyed by a woman's shout.

She was too good for us, by far. Not fit for a small outfit like the Carre Dova Blades. Could have run the company, if she'd wanted. Could have headed up an army. Wasn't surprised after a few months that she'd had enough of us and headed south. Heard she was everywhere from Ceryl to Mercir to Caspia and then out in the Marches. Wherever she got to, I like to think of her with that hammer, bellowing to wake the dead. My ears were never the same again, but I don't mind.

Nigelo Sevanti

formerly of the Carre Dova Blades

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RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
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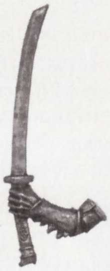
PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG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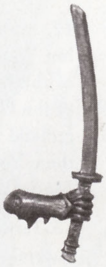
Left Nyss Claymore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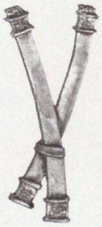
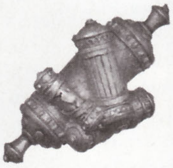
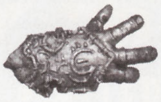
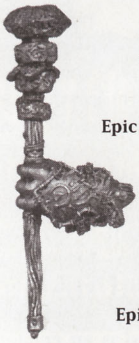
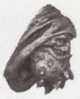
Right Nyss Claymore

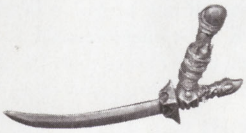

Blighted Swordsmen Abbot & Champion
Sheaths

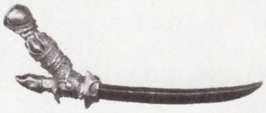

Epic Hoarluk Doomshaper
Scrolls


Epic Hoarluk Doomshaper
Right Arm


Epic Hoarluk Doomshaper
Willbreaker


Epic Hoarluk Doomshaper
Head


Epic Makeda
Left Sword of Balash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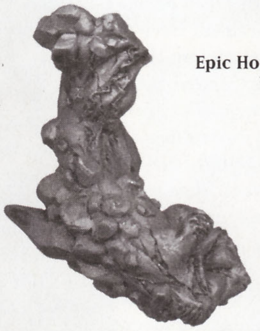
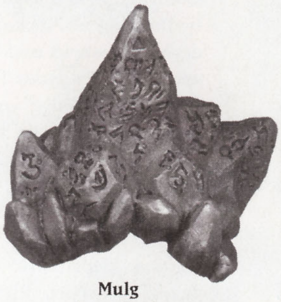
Right Sword of Balash


Mulg
Right Arm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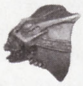
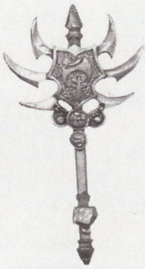
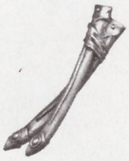
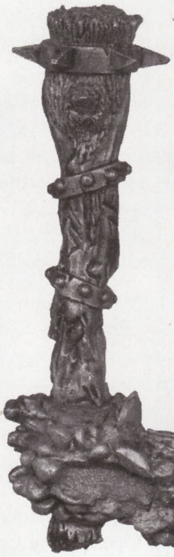
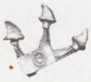
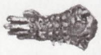

Epic Makeda
Head

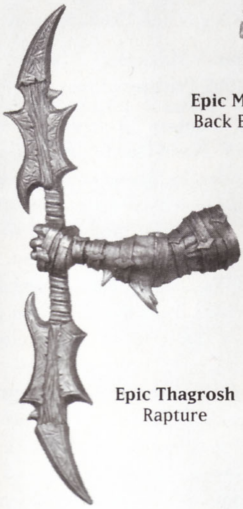

Epic Makeda
Back Banner

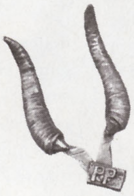

Epic Makeda
Sheaths

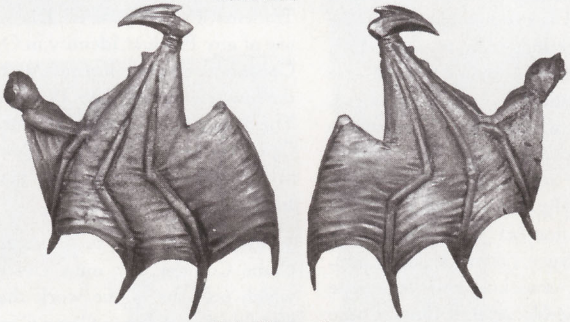

Mulg
Rune Club

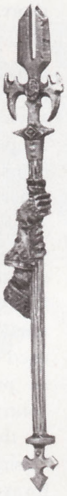

Epic Thagrosh
Spikes


Epic Krueger
Left Hand


Epic Thagrosh
Rapture


Epic Thagrosh
Horns


Epic Thagrosh
Wings


Epic Krueger
Wurmtongue

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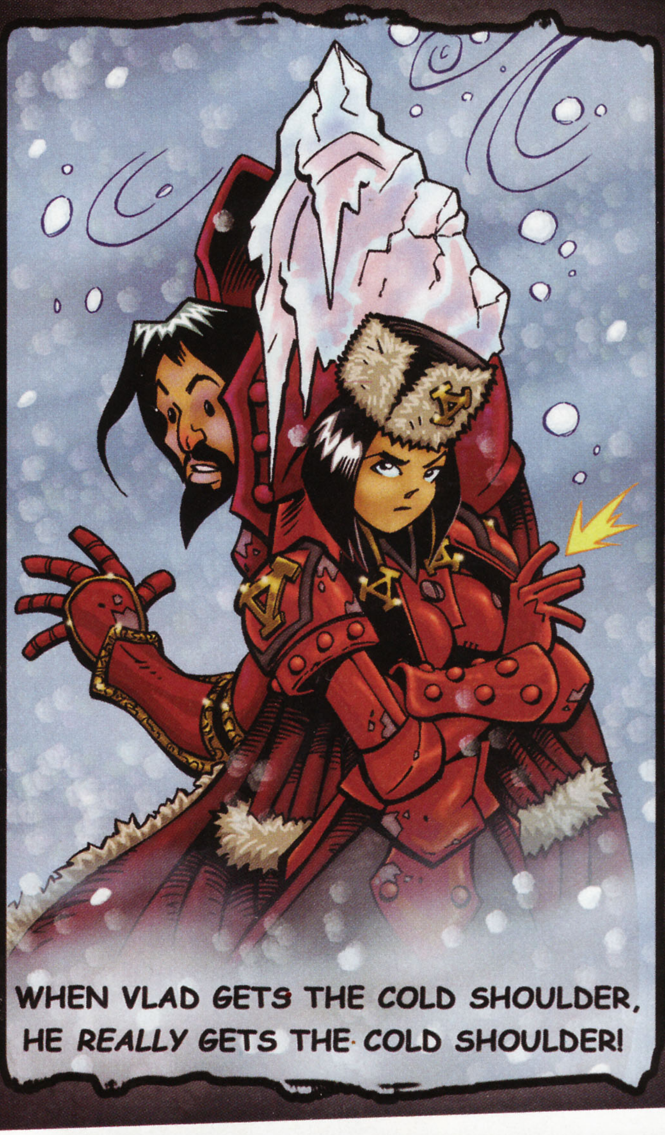
DRAWN AND QUARTERED

by **Rob Hawkins**


WHEN VLAD GETS THE COLD SHOULDER,
HE *REALLY* GETS THE COLD SHOULDER!

THE PLAYER GALLERY

The Butcher and the Autumnblade

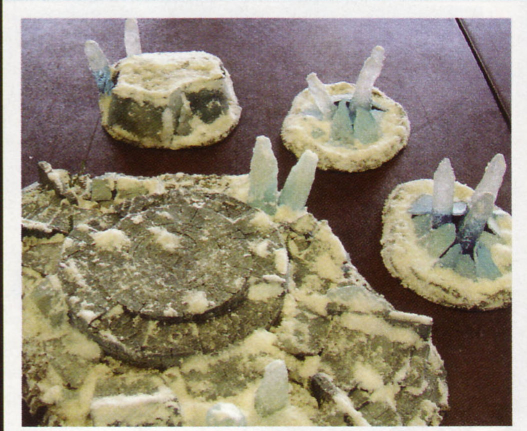
David and Melissa Mayhew not only decided to join together in holy matrimony, but they also helped relations between Khador and the Circle Orboros with their wedding cake.

Congratulations!

Legion of Everblight Ice Terrain

Pat Ohta sent us pictures of an icy, horrid wasteland, where jagged teeth of ice thrust up from the unforgiving frozen landscape. It's cold. It's desolate. It's a summer retreat for the Legion of Everblight!

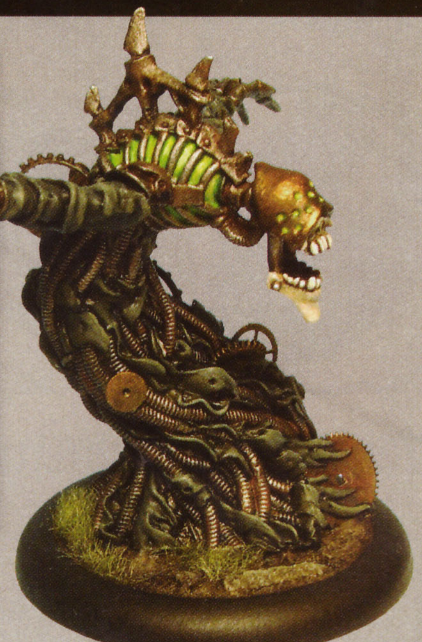
by Pat Ohta



CLOCKWORK CHALLENGE

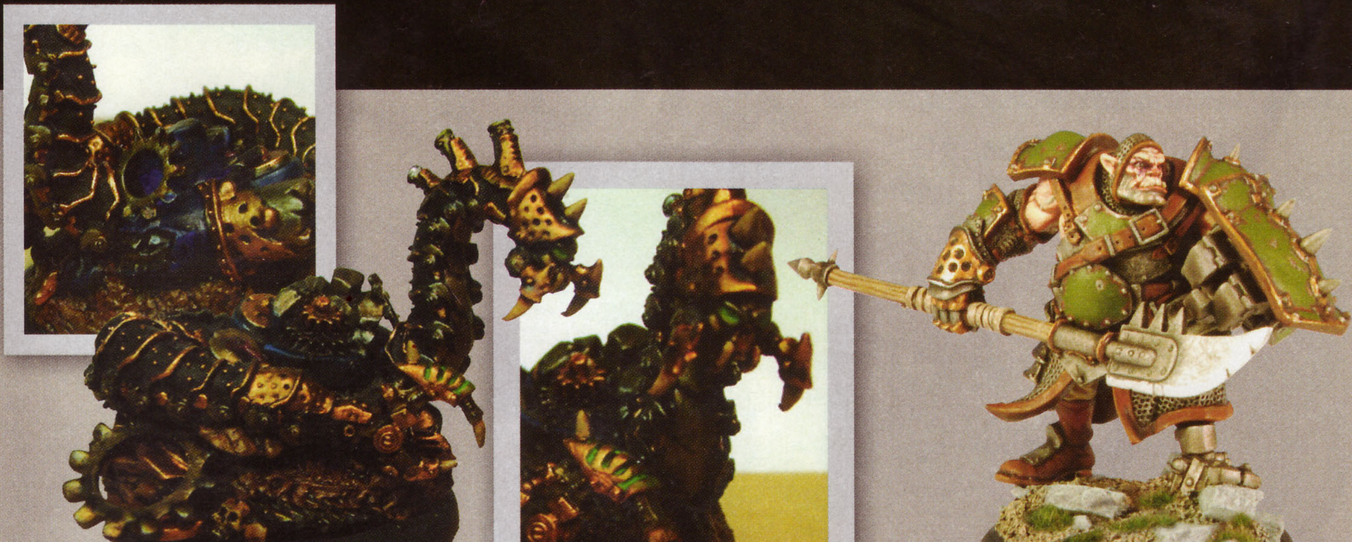
The Painting Challenge of No Quarter #22 was to use gears, springs, and clockwork in their models, capturing the mechanikal vibe of the Iron Kingdoms.

WINNER!



Adam Huenecke

Adam Huenecke wins this issue's Painting Challenge with his Machine Wraith that looked like it flailed around inside the spare parts bin for an hour looking for something to posseess.



"Cankerworm"
by Chris Suhre

"Cybokur"
by Lavar Fache

HONORABLE MENTIONS

*Check out **page 50** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

THE POOP DECK

IN THE NEXT
NO QUARTER
MAGAZINE

They are Coming

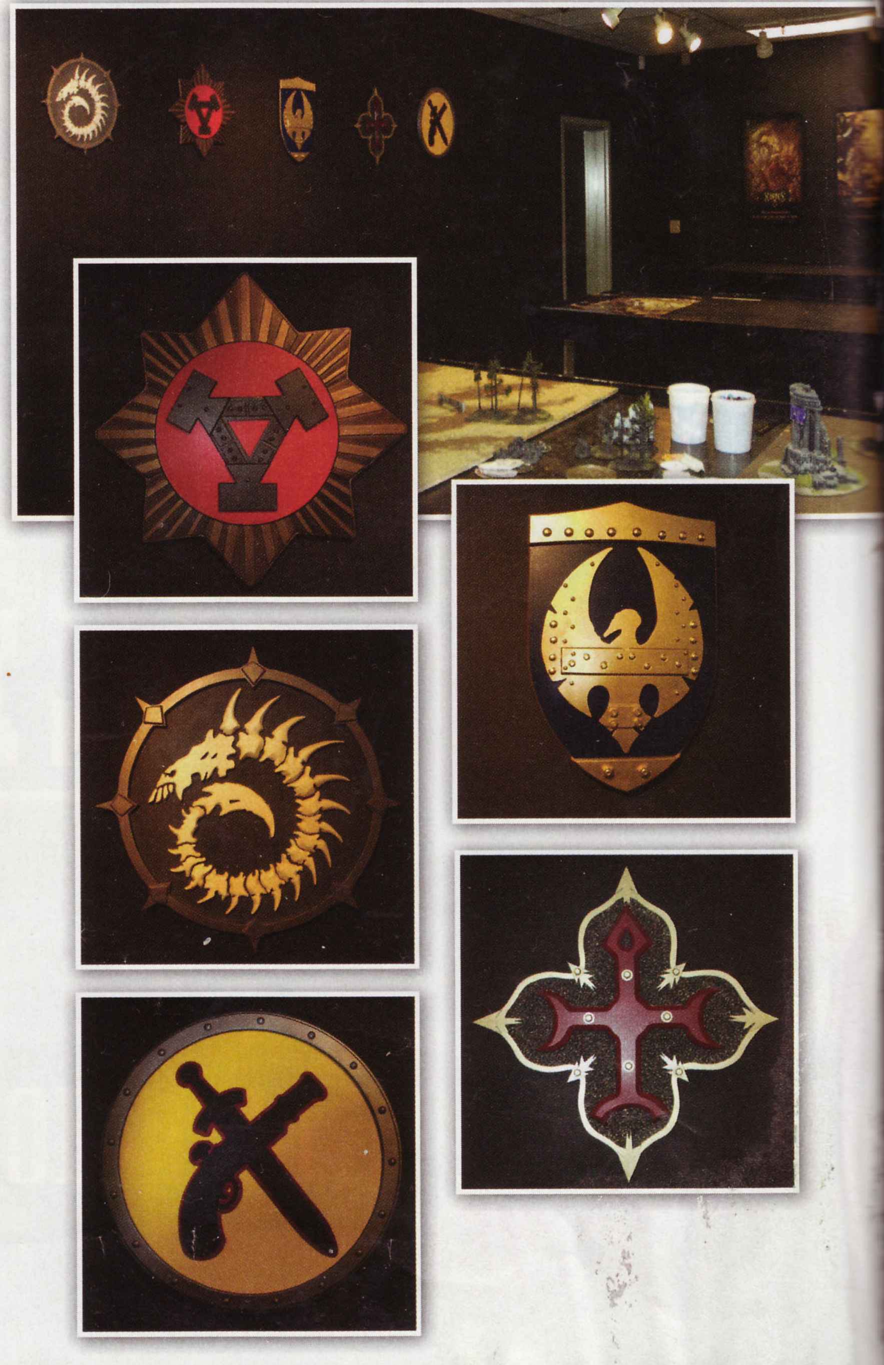
Full Steam Ahead!
Steamships in the Iron Kingdoms

More Meat for the Slaughter
The Butcher in the Gavyn Kyle Files

PLUS, the Fraternal Order of Wizardry, Building Quick Ship Terrain, and Cryx in Secrets of the Front Line

TREMENDOUS PLAQUE BUILDUP

Anyone who has toured the Privateer Press facilities has seen the amazing, *handcrafted* faction plaques hanging on the wall of our playtest area. We finally wanted to give the serious props to their creator, Rick Rogerwall, who sent them to us "just because". Pictures really don't do them justice and they are definitely one-of-a-kind. Thanks again, Rick!



The forces of *HORDES: Metamorphosis* and *WARMACHINE: Legends* square off for a massive beatdown.

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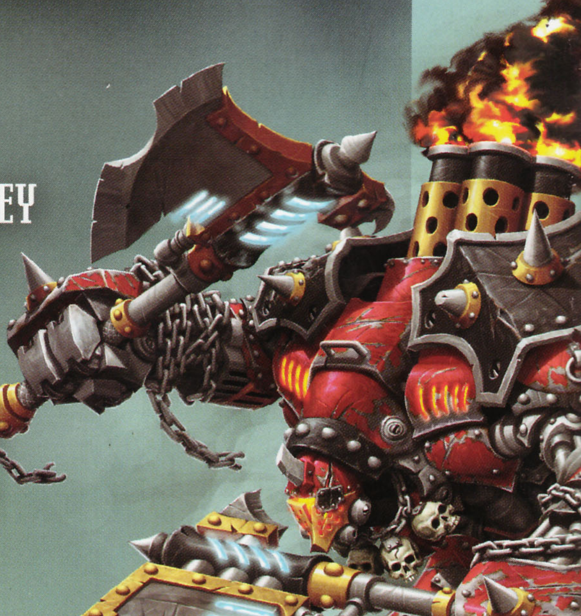
2009 TOUR SCHEDULE

TOUR:
RETALIATION OF THE WILDS
START WEEK: 2/2/09
END WEEK: 3/23/09

TOUR:
COMING SOON! LIBERATION OF UMBREY
START WEEK: 5/18/09
END WEEK: 7/6/09

TOUR:
WAR-TORN FRONTS
START WEEK: 9/14/09
END WEEK: 11/2/09



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NEW AWARDS!

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